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255

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GTM

GAME TRADE MAGAZINE



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- RALLY YOUR TEAM WITH *X-MEN: RISE AND FALL*, THE LATEST MARVEL *HEROCLIX* EXPANSION FROM WIZKIDS!
- DARK DESIGNS, BITTER ENEMIES, AND STRANGE ALLIES AWAIT YOU IN *VAMPIRE: THE MASQUERADE* FROM RENEGADE GAME STUDIOS!



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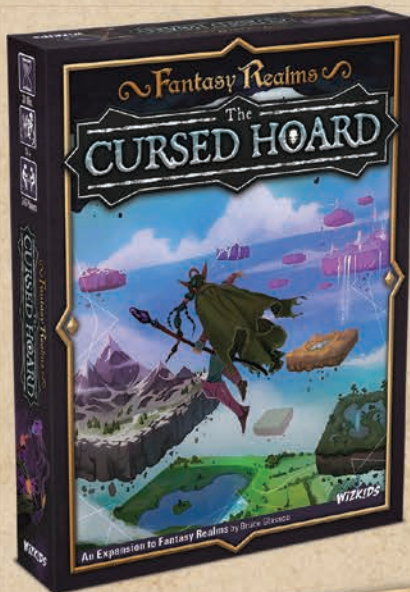
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COVER STORY



Secrets of Magic

Discover the untold potential of magic! *Secrets of Magic*, the newest hard-cover rulebook for the *Pathfinder Roleplaying Game*! *Secrets of Magic* brings the popular magus and summoner classes into *Pathfinder Second Edition*, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature.

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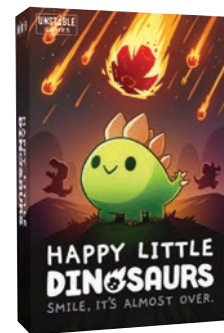
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Add farming, trading, and powerful items with the Farmer's Market Expansion!



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Ravensburger

Greetings Dear Readers!

Welcome to your May 2021 edition of *Game Trade Magazine*!

Here's hoping that any April showers have given way to May flowers — though I will say one good thing about the rain is that it's perfect weather to stay indoors and play games!

Of course, if you're like me and live with allergies, then sunny spring weather is not always ideal either! Or maybe I just enjoy spending time playing board games so much that I'll look for any ol' excuse?

Well, there's no judgement here — whatever your preference, I'm sure we can all agree that we love good times and good games.

Speaking of, how about that absolutely dynamic cover from our friends at Paizo? This is a bit of a spring tradition here at the ol' GTM Bullpen and this latest *Pathfinder* cover definitely delivers the action!

Players will discover the mysterious potentials of magic with this incredible 256-page sourcebook; from new spellcasting classes to new methods of spellcasting, your games will not be the same once you've mastered the *Secrets of Magic* with the latest release for the *Pathfinder* roleplaying game.

However, if you prefer a more *sanguine* roleplaying experience, well, then Renegade Game Studios has something for you with *Vampire: The Masquerade Fifth Edition*! This latest evolution of the classic horror RPG features a streamlined and modern rules design, beautiful new full-color art, and a rich story experience for players and fans of the *World of Darkness*.

Of course, if you're looking for something a bit more straightforward and colorful, be sure to check out the latest *Marvel HeroClix* expansion from WizKids — *X-Men: Rise and Fall*! This latest set is inspired by the fan-favorite X-Men storyline, *Rise and Fall of the Shi'ar Empire* from Marvel Comics and adds over 70 all-new figures for your tabletop battles!

And speaking of comics, you'll notice that we've added a new section to the magazine with this issue: with the increased interest in comics and related properties, we've curated some of our favorite books and stories for your interest. As graphic novels steadily become more popular (and as more and more games are inspired by them), we're confident you'll see something you like!

All this and more, friends.

Game on!

-JG



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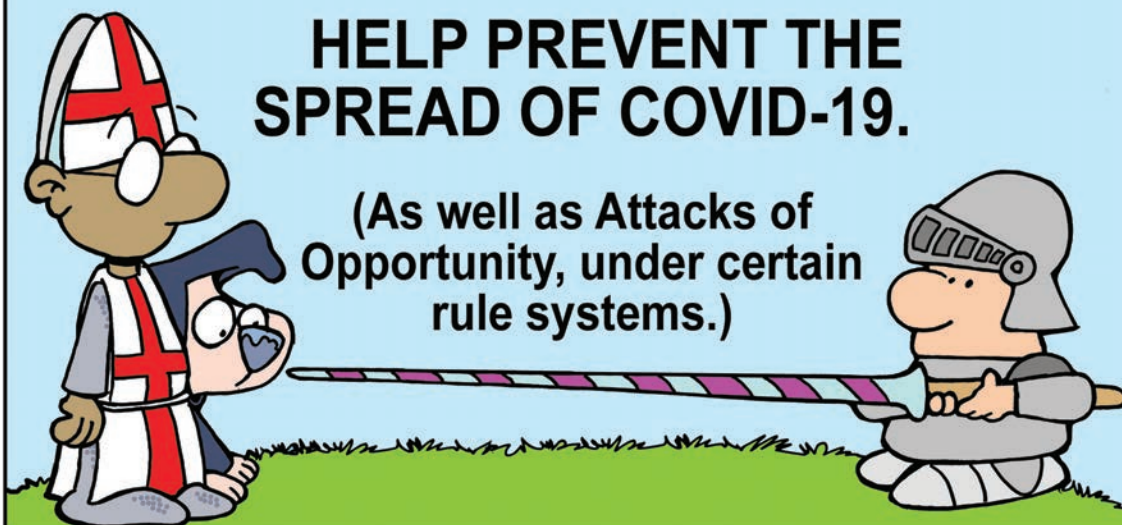
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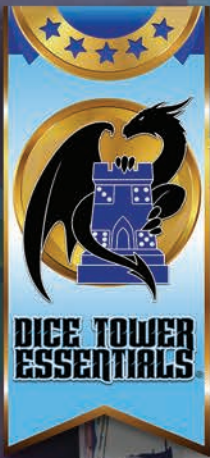
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GAMES

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UPC: 853211004684

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY

My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 18 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatedly play. Scheduled to ship in October 2020.

TAC 691486 \$24.95

ULTRA PRO

AMY BROWN

Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT

UPI 15550

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15525

MORGAN LE FET PLAYMAT

UPI 15528

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UPI 15549

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UPI 15530

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT

UPI 15529

USAOPOLY

SPOTLIGHT ON

CODIC CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL

In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.

USO E8010720

DRAGON BALL Z: COLLECTOR'S CHESSE SET

The Dragon Ball Z Chess Set is a must-have collectible item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.

USO CH113449

MONOPOLY: ELF

Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.

USO MH010595

RISING: THE BATMAN WHO LAUGHS

Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.

USO DC010105

SPOT IT!: SPONGEBOB

Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.

USO 3096712

SPOT IT!: RUDOLPH

Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.

USO 3003049

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING

MAGIC THE GATHERING CCG: ARENA STATER KIT

WOC C751 20000

MAGIC THE GATHERING CCG: CORE 2021

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36) WOC C75030000

COLLECTOR BOOSTER DISPLAY (12) WOC C75100000

PLANESWALKER DECK DISPLAY (18) WOC C75060000

JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE

Over 160mm tall, this miniature is based on the all new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.

WZK 96019 \$49.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK

The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.

WZK 84752 \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK

This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.

WZK 84755 \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES

Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.

WZK 84753 \$16.99

SUPER-SKILL PINBALL: 4-CODE

Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for storytelling, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.

WZK 87300 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

GTM MAY 2021

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WW84

WONDER WOMAN

CARD GAME

A new era of wonder begins! Based on the long-awaited movie **Wonder Woman™ 1984**, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

In **Wonder Woman™ 1984 Card Game**, each player has a deck comprised of cards with four different Actions—**Block, Lasso, Sprint, and Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

- Based on the movie **Wonder Woman™ 1984**
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

MSRP \$19.99

NOW AVAILABLE



2-4



14+



25m



WONDER WOMAN™ 1984 and all related characters and elements © & ™
DC Comics and Warner Bros. Entertainment Inc.
WB SHIELD: © & ™ WBEI. (s21)



SECRETS OF MAGIC



PATHFINDER RPG: SECRETS OF MAGIC HARDCOVER (P2)
PZO 2108 \$49.99 | Available July 2021!

PATHFINDER RPG: SECRETS OF MAGIC (POCKET EDITION) (P2)
PZO 2108-PE \$24.99 | Available July 2021!

PATHFINDER RPG: SECRETS OF MAGIC HC (SPECIAL EDITION) (P2)
PZO 2108-SE \$69.99 | Available July 2021!

I'm Logan Bonner, the *Pathfinder* Lead Designer and the book lead for the upcoming *Secrets of Magic*. This is a truly exciting book — the one that lets us stretch our wings after providing the foundation of the game with our previous releases. Not only is it jam-packed with new rules and character option, it's also built to enrich your understanding of the game world, your character, and magic itself! Our rulebooks have long had a wide variety of rules for players to use and GMs to incorporate in their games. But preparation and reading the books make up a major part of your engagement with the game even when you're not at the game table. We wanted to boost that part of the experience, and make a book that was fun to read, full of interesting tidbits, and a real springboard into the story of magic and of your character.

The book kicks off with essays written by spellcasters from the setting of Golarion to let you better understand what a spellcasting character knows about how magic works. Learn about the traditions of magic to study and wield — arcane, divine, occult, and primal — plus the fundamental essences that fuel magic and the traditional spell schools like destructive evocation or deceptive illusion. But that's just the beginning!

NEW CLASSES

Two popular classes from *Pathfinder First Edition* make their triumphant return — the summoner and the magus! The magus is a double threat, combining attacks with spells. The summoner calls upon an eidolon, a creature linked to their being that can be anything from an angel to a demon to a ghostly phantom or even a plant creature.

These two classes cast fewer spells than a class like cleric or wizard but have other powerful abilities to make up the gap. The magus can perform a Spellstrike to strike with their weapon and a spell simultaneously and can parlay the power of their spells into a magical fighting stance that adds magical damage to all their attacks. The summoner can act together with their eidolon, share its senses, and quickly manifest or dismiss it. Both these classes initially appeared as preliminary versions in a public *Secrets of Magic Playtest*, and have changed and expanded greatly since then, based on fantastic, in-depth feedback from our players.



You'll notice there's a new summoner on the scene. Ija is a brand-new character for *Second Edition*, with her dragon eidolon close by her side! This student features prominently in this book, and you can see a few of her adventures with her eidolon and the other *Pathfinder* iconic characters in the fabulous art throughout the book.

Spells, Spells, and More Spells!

What would a book about magic be without spells? This book adds over 200 spells to *Pathfinder Second Edition*, including focus spells for the new classes and rituals any character can conduct. New cantrips, utility spells, and elemental, magnetic, and time-manipulating magic represent just a few of these additions. Some of the exciting new ideas here are incarnate summon spells, which call in a massive ally who arrives with a bang and departs a turn later with just as much magical fanfare, and a category of new spells based on the classic spell *contingency*! Some fan favorites also get their due here. This includes some well-known returning *First Edition* spells, as well as more variable-action spells, which have different effects the more actions you spend to cast them. There's something for every spellcaster!

LEGENDARY LOOT

Bringing something fun for players and GMs, the magic items section has new consumable and permanent items for your hoards. This chapter expands on some existing item types, with more magic weapons, runes, talismans, potions, and so on, even including new high-level apex items that increase characters' ability scores.

But what if you're looking for something new? Then it's time to take a look at six new categories of items: fulu paper talismans, grimoire spellbooks with extra magical benefits, magical tattoos, personal staves you can customize with the exact spells you want, extra-powerful spell components, and spellhearts that attach to your gear as needed to improve your attacks or defense and grant you extra spells.



Throughout the items, you'll also find snippets detailing encounters people have had with magic items. If you've ever considered how strange an encounter with a magic item would be in the real world, you'll soon find it's pretty weird even in a fantasy setting!



GOING WILD WITH UNLIMITED MAGIC

After making sure we had plenty of classes, spells, and items fit for a wide variety of games, we also wanted to expand with ones that are specific and weird. That's how we came up with the Book of Unlimited Magic—an entire chapter to blow the doors open! Change how you cast spells entirely, with options like channeling powerful emotions as a source of magic, casting exclusively elemental spells, tying your gear directly to your soul, harnessing the magical potential of true names, and more.

The GM can reshape their campaign using many of these systems, too! Ley lines make certain locations more magical, and pervasive magic can put magical power into every creature and place in your game world if the normal amount of magic isn't enough! In keeping with the rest of Second Edition, many of these new rules have the uncommon or rare trait since they suit some types of games and not others.



Many of the systems in the Book of Unlimited Magic use class archetypes, a type of archetype we hinted at in the *Core Rulebook* that's making its grand debut here. These archetypes alter some of your class's core class features, even at 1st level. For just one example, the flexible spellcaster archetype lets any prepared spellcaster prepare a smaller number of spells per day but cast any of those spells with their spell slots. (If combined with a wizard, you can even recreate an arcanist from First Edition!)

END OF SCROLL

Secrets of Magic has even more exciting surprises in store than I've mentioned here. It was a real labor of love, and a big step for *Pathfinder Second Edition*. A great team came together to squeeze an unbelievable amount of creativity and fun into this book, and we hope you have just as much fun reading it and playing with the choices inside as we did making it!

...

Logan Bonner is the Pathfinder Lead Designer.



X-MEN

RISE AND FALL

RALLY YOUR HEROCLIX TEAM! WIZKIDS

MARVEL HEROCLIX: X-MEN RISE AND FALL BOOSTER BRICK (10)
WZK 84788 \$149.90 | Available June 2021!

MARVEL HEROCLIX: X-MEN RISE AND FALL PLAY AT HOME KIT
WZK 84791 \$9.99 | Available June 2021!

MARVEL HEROCLIX: X-MEN RISE AND FALL FAST FORCES
WZK 84790 \$19.99 | Available June 2021!

MARVEL HEROCLIX: X-MEN RISE AND FALL DICE AND TOKEN PACK
WZK 84792 \$9.99 | Available June 2021!

X-Men: Rise and Fall has tons of awesome X-Men characters, and great intergalactic allies and enemies. These HeroClix figures have an epic tabletop presence and enhanced paint jobs at all rarities. Starting in 2021, HeroClix figures have a slightly larger scale and better paint jobs to keep your heroes looking SUPER on the tabletop!

Whether you love the classic X-Men like Cyclops and Wolverine, the villains who grew into heroes like Emma Frost, or the Shi'ar royals like Lilandra, Gladiator, and Deathbird — this set is for you!

While fan-favorite abilities like Krakoa Revival and modifying your team at the start of the game are returning, we're also going to be seeing an awesome new comeback mechanic — RALLY!

Rally abilities will let you get a huge bonus after your opponent has a great die roll (usually one that includes a 5 or a 6). You'll get to place a die onto your card, then spend it later!



Wolverine will get to use Rally for an awesome Regeneration roll! When Wolverine uses Regeneration, before rolling the d6 you can use the 5 from his card as the result instead. It only makes sense that Sabretooth would have a Rally ability at odds with Wolverine, when Sabretooth uses Blades/Claws/Fangs he can use the 5 from his card as the result!



Experienced players reading this probably will notice that Rally won't just work when you're losing, but it helps ANY time your opponent gets a lucky roll! This is great for when the game is even, so your characters will be able to avoid falling behind. Some players will construct teams with lots of Rally characters in order to select which one stores the bonus, and other players will just sample 1 or 2 on their force to use at critical moments.

With the return of Krakoa Revival, HeroClix fans won't be surprised to see Quiet Council members that weren't in House of X. Mystique not only uses Krakoa Revival, but she takes advantage of the ability to target multiple characters (at close or range) with Incapacitate and incredible defenses. She's got tons of small bonuses that add up — the X-Men and Brotherhood Team Abilities, improved movement and targeting, and great standard powers like Sidestep, Leadership, and Outwit. Furthermore, her ability to use Energy Explosion has the potential to offset the drawbacks of Krakoa Revival.



have a hard time recovering. Colossus's ability to Quake or deal regular damage will also come in handy since he'll get to choose between devastating attacks against a single opponent or crowd control attacks that are perfect for KO'ing Sentinels and Krakoa Revival bystanders.



Putting these figures together, Mystique will be able to protect TONS of X-Men from getting KO'd, at either her 105- or 55-point line. Among the commons in this set, there are 7 X-Men for her to revive! Being able to revive a 75-point Colossus with Impervious and Rally will be totally devastating!



We'll reveal more of the X-Men's enemies soon, but we're too excited for the common Sentinel in this set to wait. With a Sideline Active trait, Sidestep and Incapacitate, this figure is going to be on a TON of teams, especially for beginners who haven't filled out their sideline options yet!

Stay tuned for more X-Citing news about X-Men: Rise and Fall! It will be available at your Friendly Local Game Store, releasing this June!

SIXTH WORLD TAROT

ARCANIST EDITION

CATALYST

SHADOWRUN RPG: 6TH EDITION WORLD TAROT - ARCANIST EDITION

CAT 27512..... \$39.99 | Available Now!

In the time I've worked on *Shadowrun*, I've never had the exact combination of excitement and confusion provided by the *Sixth World Tarot*, which is being released with new, larger cards. The product description certainly was enough to hook me right off the bat — a full deck of 78 tarot cards, designed to reflect themes of *Shadowrun*'s Sixth World setting, and each card featuring an original piece of art by Echo Chernik.

Echo is one of our favorite *Shadowrun* artists, so getting 78 pieces of art from her — well, who would say no to that? So, I was on board from the get-go. But behind my excitement was a question that was difficult to answer: How did this deck of cards relate to the *Shadowrun* game?

Maybe, I thought, it didn't need to. Having a *Shadowrun*-themed tarot deck might be all this needed to be appealing. The design was deliberate in moving tarot arcana into the Sixth World. The Major Arcana of the Fool becomes the Bastard in the Sixth World Tarot, with the art portraying the setting's resident bastard-in-chief: Harlequin, the elf who has been causing problems for players pretty much since the setting started. Death becomes 404, because in a cyberpunk world, what fate could be more desire than being disconnected? And the Emperor shifted to the true power of the Sixth World: the Chief Executive. These and other changes make themes fit easily in the Sixth World and make for a beautifully themed deck.



"But" we asked ourselves, "what if we could do *more* with it?"

That was where the real fun of the deck came in. Echo and Lazarus Chernik took to the task with zeal, inserting puzzles and themes that tied the cards together. We ended up publishing two books to accompany the deck—a short fiction anthology called *Drawing Destiny*, where each story used a card as inspiration, and *Book of the Lost*, a game sourcebook that elaborated in the puzzles and themes of the tarot deck, while also looking at how the images on the cards could be used in the game.

The cards have continued to be a part of ongoing *Shadowrun* lore and have helped enhance the setting. For example, one of the things that repeats on the cards is the logo for a restaurant called Taco Temple (featuring the Really Big Drink), which was invented for this deck but has become a fan favorite, to the point where several mock slogans for the place are bandied about the internet. Speculation about numbers that pop up on the cards and patterns at the bottom of the card has been exchanged in conversations and through forums.



Personally, I've had fun a lot of fun with the deck. While writing sections of *Book of the Lost*, I'd lay cards in front of me on my desk, then shuffle through them, re-arrange them, and look at them again. There are many, many worse ways to spend a workday.

What I understood in this process was that the deck was an excellent collection of plot hooks. You could have a character in the game walk in to wherever the player characters are, drop the three of blades on a table in front of the PCs, and say, "Look at that. That's



I ran players at my home table through this treasure hunt. I loved it when they got to a point where they found another card in the game and I could drop it in front of them in the table. They would immediately lean forward and try to take in as many details as possible — and in true gamer fashion, they would find details and invent interpretations that were nothing near the story I had planned, but I could take those details and use them to shape the ongoing plot.

All this is to say that I'm very glad we figured out ways to use this deck in *Shadowrun* games, and I'm glad it's in print again. More than just a reprint, though, the Arcanist Edition brings the deck to a new, larger card size, all the better to scan the wealth of details you can find in the deck. Things like: What does 7c=10c mean on the Eight of Blades? Why do origami cranes keep popping up? What's in the case with five stars in it that shows up on the Two of Cups, the Knight of Batons, the Six of Coins, and the Nine of Coins?

me. With a knife in my chest. Is this something that's going to happen to me? What can I do about it?" Then off the runners go.



Once I understood how the cards could be used in a *Shadowrun* game, I was excited to use them myself (that's a basic requirement for any game book—it should really make me want to play the game). One of the puzzles built into the cards took the form of a treasure hunt. Four cards, taken together, point to a neglected treasure, a cache of gold sitting in the trunk of an abandoned car. If the shadowrunners are able to interpret the clues on the cards, follow where they point, and overcome the obstacles placed in their way, they could claim the treasure.



In recent months, I've received more inquiries about this deck than I have any other out-of-print product, so I'm delighted it's back and available for those who want to use it as a great game resource or just bask in its gorgeous art.

...

Jason M. Hardy is the Shadowrun line developer for Catalyst Game Labs. He always thought tarot decks were interesting but never got deeply into them until he worked on the Sixth World Tarot, when he was briefly way into them, which sort of confused some of the people who know him.



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SCURVY DICE



by Mitch Reed



Ever need that fast pirate themed game fix but only have a half-hour? Then Scurvy Dice the game for you. Scurvy Dice can be played with 1-4 of your fellow deckhands to search for treasure and have your ships duel on the high seas.

SCURVY DICE

FGD SCD0001 PI |

Available Now!

One really neat aspect of the game is how they allow the players to design their own ships using the dice they roll when building their ships before game. This makes each game play differently and makes you want to play it over and over again. Once the ships have been created, the game revolves around the mythical Parrott Island where you fight the other players and look to collect and secure your haul of gold. Players should be careful; your opponent will try everything to prevent you from doing this and will work to take your plunder away. The game covers two different types of combat, cannon fire and boarding actions. Depending on how your ship gets "rolled up", you will have strengths in either of these two combat actions. The game also has some diplomacy baked into its mechanics, and the ability to "Parley" and "Negotiate" adds to fun of the game, if you feel you can trust another pirate.

The game's "map" is a very nice print on heavy canvas and gives off the feel of a legendary treasure map. The map is 18"x18" and its small size means you will not need a lot of table space to play the game. The dice are also very well done and I wish I could use them for other games. Each of the four players also gets a unique wooden ship to show their location on the map, which like the other physical components of the game are excellent.

What I really like about this game is how it is a game that will appeal to families along with the most diehard gaming sea dogs. The mechanics of the game are easy for teens to pick up and play in a few minutes, yet they are not so basic as not to challenge the more experienced gamer. As I played the game, I felt that I was learning how to play it better during each round and so did my opponents which made the game so much fun for my family.



I think the team at Firelock should be very proud of this title. The game has such broad appeal outside of their normal fanbase. This is a game that families will love and one that I plan to take to parties and tournaments because I know others will just fall in love with Scurvy Dice.

DESIGNING THE WHIMSICAL WILDS OF



BREW

PAN 202108 \$29.95 | Available June 2021!

I really enjoy prototyping with circular colored stickers — you know, the cheap kind you would use for a garage sale. The process is somewhat meditative and feels very intuitive, creating a nice starting place for quickly testing out an idea. While placing each sticker by hand, ideas can flow, imagining how interactions might take place. *Brew* began its journey with this approach. Mocking up a handful of tiles and a couple of dice, each sticker coincided with a cube and die face. The few tiles and dice allowed for enough variance to be played at a very basic level, without wasting time and energy worrying about anything outside of core mechanics. Thus a little game codenamed, “kids treasure game” was born.



At the beginning, it was a simple push your luck game for children. Players would need to roll their dice and match the symbols along a path, trying to reach the end. Each time a die was placed, you would collect a gem and have 1 fewer die to roll for the next space. The goal was to get to the end and gain the biggest treasure. If you had a bad roll, you could use your collected gems to reroll, so long as they matched the space you were attempting to reroll.

While this game was fun for kiddos, it did not scratch the itch for the types of games I personally enjoyed. At the time, I did not realize that this would be the core of *Brew*, but I continued iterating and experimenting with the ideas of area majority and set collection. In subsequent versions, players still raced to complete the tiles, but now each card completed would act as a space on a map that could be claimed. Mechanically, this worked fine, but players felt very disconnected, with little to no player interaction whatsoever.

The next version was where *Brew* really began to take shape, and is the base for what you see today. I remember this moment vividly, because it felt like I had broken through. The game no longer felt like an exercise and began offering players meaningful decisions and interactions. Keeping the dice rolling and placement core, I scrapped the push-your-luck element and moved the area majority from a separate board to the cards themselves. I changed the gems from victory points to resources that could be spent on cards and provide “take-that” actions, dice manipulation, and additional scoring opportunities.

It was also at this stage of prototyping that the theme of “brewing potions” took shape. The goal in this version was to collect sets of the different types of forest cards (orange, teal, purple, maroon) by fight-



ing for the majority of each card. The more of a specific type won, the more points you would earn at game end. Collecting one of each would also score points. This scoring method stayed intact for several versions before ultimately being replaced with a simplified option. Players also had small objectives worth points once achieved.

While this was a major improvement from the previous version, there was still something missing. 3 and 4 player games played out fine, but 2 player games were lacking the same tension. To address this problem, I added a new die type that both simulated a 3rd player and served as a “wild” die. It also allowed me to incorporate a series of worker placement spaces in the form of tiles. These were separate from the cards players were fighting to claim and acted as additional, more powerful actions.



With the additional dice and new worker placement spaces, gameplay really opened up. It was a pleasant surprise when these dice made the 3-4 player experience improve as well. Allowing players more options, they would choose between using their wild dice to cause havoc in the forest, or use special actions on the worker placement spaces. Originally, the worker placement spaces were

tiles that would rotate every round, revealing 3 new tiles. This quickly became overwhelming and slowed the flow of the game considerably. Eventually I landed on incorporating the spaces into an actual game board, which stuck.

After about 8 months of iterations and playtesting locally, at UNPUB, PAX, and BGG.Con, I felt comfortable with the idea of pitching *Brew* to some publishers. It also helped that I received very positive feedback from fellow designers Alex Cutler and Jason Kingsley, who



encouraged me to push on with the game. A few months later, after submitting my sell sheet, Jon Gilmour from Pandasaurus Games responded to my submission. In November of 2018 we met up at Pax Unplugged and played *Brew*. I was pleasantly surprised when he asked to keep the prototype for further review. The following January, at PAX south I played once again with Pandasaurus owners Nathan & Molly. Soon after, *Brew* was signed!



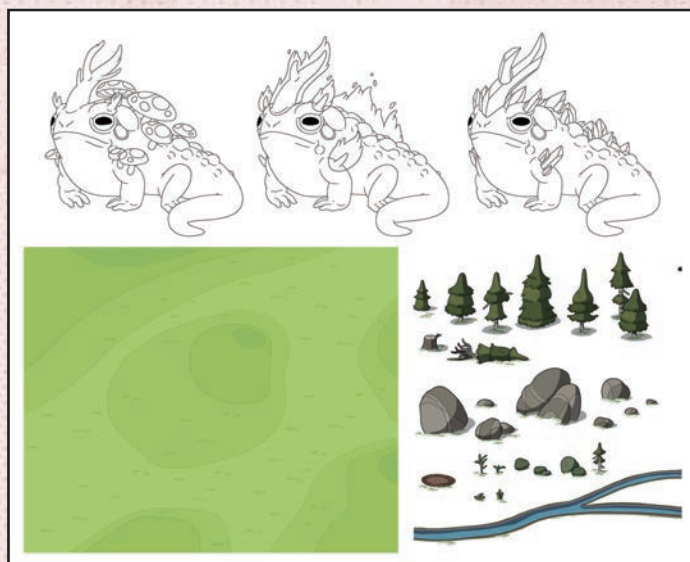
That year I volunteered to demo games for Pandasaurus at GAMA. Little did I know that an opportunity of a lifetime would present itself. It happened to be that Pandasaurus was in search of a full time Graphic Designer. Long story short, I was hired a month later as Head of Graphic Design. I never imagined getting a game signed with Pandasaurus, let alone working full time for the company. This also meant that I would be working on the game's graphic design and art direction as well! While hard work and persistence certainly pays off, being in the right place at the right time doesn't hurt either!

Brew went into development later that year, at which point Jon Gilmour and I began working together. It was during this time that the creatures were introduced into the game, serving as an alternate route within the core loop. Major adjustments during development with Jon included balancing of forest cards, player abilities, potion powers, creature powers, end game scoring, and a handful of other tweaks.

Development continued on with Jeff Fraser, which resulted in changes to end game scoring, dice powers, creature powers, day and night phase village actions, and taming/releasing creatures.

While Jeff was hard at work in the final development pass, I began focusing more heavily on the graphic design and art direction alongside Nathan and Molly. I ran across Jake Morrison's art on Instagram and immediately fell in love with his work. Jake signed on soon after to illustrate the game. His style and imagination brought this game to life and provided a whimsical look that really stands out. I worked directly with Jake establishing the world. We took a "sprite sheet" approach to the illustrations. Similar to what one might do when creating an isometric video game. He provided a series of asset sheets that I was able to use to create all the forest scenes. This helped tremendously when laying out each card - allowing for much more flexibility.

With this method, I was able to make unique scenes for each forest card. The creatures and potions took on a similar approach. Jake created a set of base illustrations then added additional features to make each creature feel unique and match the actions of the cards. This also allowed us to make additional content as needed. Andrew Thompson was later brought on to help finish out some creatures and details with the world.



Brew has been on a long journey and it wouldn't have been possible without the support and hard work of my family, friends, playtesters, and coworkers. I cannot be more pleased with how the game has turned out and I'm excited for folks to get their hands on *Brew* on June 16, 2021!



THE FAMOUS BATTLES OF GREEK-PERSIAN WARS ON THE TABLETOP

300: EARTH & WATER

AGS 19040-300EN \$ 29.90 | Available May 2021!

More than a century ago the Persians shook off the rule of their Median overlords. Decades later, Cyrus the Great rapidly extended his new empire in every direction. In Asia Minor, his conquest of Lydia brought the Persians into contact with the Greek colonies of Ionia. Now, at the turn of the 5th century BCE, the Greek cities of the region have risen up against the tyrants imposed on them by the Persians. They call for help from the cities of Greece, but only Athens and Eretria send reinforcements. The Persian king, Darius I, responds and, within five years, the Persian army and fleet snuff out the last flames of resistance. Darius vows to punish those who aided the rebellion and conquer the whole of Greece. The stage is set for 50 years of conflict between the Greeks and Persians.

300: Earth & Water is a strategy game for two players, designed by Yasushi Nakaguro and developed by Nuts! Publishing, and its English edition is distributed by Ares Games in North America. Yasushi Nakaguro is a Japanese game designer and magazine editor, with an impressive back catalog of acclaimed self-published historical games. 300: Earth & Water is the first of his games available in an all-new edition with glorious artwork and top-quality components.



In 300: Earth & Water, one player takes the role of the Persians, leading a succession of campaigns to conquer the cities of Greece, while the other player leads the Greek navy and army, assembled in Athens and Sparta, in an effort to resist the invaders at all costs.

The Persians begin the game in control of the cities of Ephesos and Abydos in Asia Minor, they have an abundance of resources and seemingly limitless reserves of manpower. The Greeks face them across the Aegean Sea, with smaller armies composed of elite troops, and superior naval forces. At the start of every campaign, the Persian player must prepare, spending talents (the currency of the ancient world) to raise armies and fleets, and maybe even constructing a pontoon bridge across the Hellespont, so that their armies can march into Greece. But if Darius dies suddenly of

illness, or his successor Xerxes is assassinated, then the campaign is abandoned before it begins, and preparations must begin anew. If fortune smiles kindly on the Persian leader, the Greek player in turn must prepare for the defense of Greece. The Greeks have far less resources available but may construct fleets more easily and can rely on the superior ability of their forces.

During their preparations, the players also purchase cards, and it is these which drive the game. On their turn, a player may discard a card to move armies or fleets across the map. If a city is undefended, then it is easily captured, but if there are enemy forces then there will be a naval or land battle, or even both. The battles are resolved through a simple but ingenious system, where a die is rolled for every unit, but only the highest roll counts.

The Persians will likely have more armies or fleets, but they are less effective than their Greek counterparts, and so a small Greek force may be able to hold out against more numerous Persians. Rather than discarding a card, a player may play it for an event. Players draw from a common deck of cards, but each card has both a Greek and a Persian event. While the Greek player may be able to refight the famous battle of Thermopylae through play of "300 Spartans" or call on aid from "Artemisia I" the queen of Halicarnassus, the Persians may set the "Acropolis on Fire" or conquer a neutral city and demand a "Tribute of Earth and Water".



At the end of each campaign, both players must supply their forces across the map. The Persians will have to rely on their fleets for this, unless they have built the pontoon bridge. Then control of cities is tallied. If either player has captured both of the major cities that form their opponent's main bases, then they gain an automatic victory. Otherwise, if either player controls more cities than the other, the score marker is advanced in their favor. But even a convincing lead can be lost during the next campaign, thanks to clever strategy, unexpected events, and the caprices of fortune.

In 300: Earth & Water, you can recreate the most exciting events across five decades of ancient history in only half an hour of playing time. Be the master of land and sea!

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CORE GAMEPLAY

Hero Realms takes the familiar deckbuilding gameplay from *Star Realms* to an entirely new fantasy realm where you select your class, level up and gain skills and treasure as you play a story-driven campaign.

The base game of *Hero Realms* is a very easy-to-play deckbuilding game. You start out with a small personal deck with cards that can give you gold or combat. You use Gold to acquire new Items, Actions, and Champions from the available cards in the Market.

In future turns, you'll use these new cards to get more Gold, or to generate Combat to attack your opponent or their Champions. When you reduce your opponent's health to zero, you win!

CHOOSE YOUR CHARACTER

The Base Game comes with generic starting decks, but things get much more interesting when you create a character. To create your character, you will need a Character Pack, and if you want to be a non-human, the Ancestry Pack. Currently, there are 5 different Character Packs to choose from: Cleric, Fighter, Ranger, Thief and Wizard.



Each Character Pack comes with:

- **A character card** which shows your character's starting Health, (for example, 50 for the Wizard and 60 for the Fighter). This card is double-sided with two different art options. In a nice touch, this card is double-sided with two different choices for art.
- **A custom starting deck** with cards that are unique to that character, like the Wizard's *Cat Familiar*.
- **A Skill card** that stays in play and can be activated once per turn. For example, the Ranger has *Track*, which for two gold allows them to look at the top 3 cards of their deck and put up to two of them into their discard pile. This allows the Ranger to quickly move past undesirable cards and get to their powerful purchases faster.
- **An Ability card** that can be sacrificed once a game for a powerful effect. For example, the Wizard has a devastating *Fireball* which deals 4 damage to their opponent and all their opponents champions. Together, these give each character class a distinctive feel, and their asymmetry leads to very interesting PVP matchups.



The *Ancestry Pack* comes with the cards you need to make your character an Elf, Dwarf, Ogre, Orc, or Smallfolk. (If you play without an Ancestry, your character is Human.)

Each race consists of 4 cards:

- **An Ancestry Card** with art for the race, the race's health modification, and any bonuses and/or weaknesses. For example, playing as an Ogre, you'll get +10 Health, but all cards in the market cost you one more gold.
- **A racial Skill or Ability card** that stays in play. For example, as an Orc, you will have a *Battle Rage* ability card that allows you to spend gold to get an equivalent amount of combat once per game.
- **Two unique cards for your starting deck.** For example the *Elven Grace* card draws the elf a card when it is played, and allows them to activate a skill card for 1 less gold than is normally required.

You can use the Ancestry Pack with any class, allowing for combinations like Dwarven Cleric, Elven Ranger, Orc Wizard, etc.

FORM YOUR PARTY! ADVENTURE AWAITS!

Hero Realms has literally hundreds of possible PVP matchups, but campaign play is where this game gets REALLY cool.



The *Ruin of Thandar Campaign Deck* transforms *Hero Realms* from a PVP battle game to a cooperative, leveling deck building game. Each player chooses their character. You will work together, fighting monsters, earning treasure, and gaining experience, which will allow you to improve your skill and ability cards or increase your starting health.

Like a roleplaying game module, the included Adventure Book sets the scene, telling the story and giving you the encounters' setup instructions and special rules. As you play, you'll make choices which will change the course of your adventure, leading to different encounters and outcomes based on what you selected.

Once you've completed the *Ruin of Thandar*, the story continues in the *Lost Village* campaign deck. With more installments to come, this is a truly epic adventure!

...

Rob is the CEO and founder of Wise Wizard Games, a Magic: the Gathering Hall of Famer, and a game designer of *Star Realms*, *Hero Realms*, *Epic Card Game* and more.



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ART FROM PREVIOUS ISSUE

AAW GAMES

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Warning! This insidious drow plush may plot and scheme the overthrow of your own house or perhaps just cuddle with your kids at bedtime. Add this cute and cuddly evildoer but beware! She is a limited edition collectible. Scheduled to ship in May 2021.

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ATG AG4026\$15.95



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This set of six custom 20mm dice features adorable kitty paws as the 1s. It's the purrr-fect addition to your copy of *Magical Kitties Save the Day*, the all-ages roleplaying game. Sparkly material and custom-engraved pips helps bring the magic of the game to life. Scheduled to ship in April 2021.

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MAGICAL KITTIES SAVE THE DAY! RPG: KITTY TREATS

This set of 16 premium wooden Kitty Treat tokens is the purrr-fect upgrade for your copy of *Magical Kitties Save the Day*, a game of cute yet fierce kitties. Replace the punchboard tokens in your retail-edition game with durable, high-quality screen-printed wood. Reversible treats make it easy for young players to track which treats they've already spent. Scheduled to ship in April 2021.

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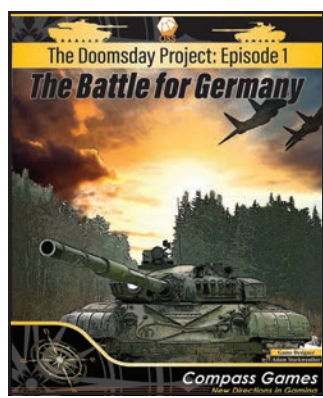
The Abyss power is once again vacant, so the time has come to get your hands on the throne and its privileges. Use all of your cunning to win or buy votes in the Council. Recruit the most influential Lords and abuse their powers to take control of the most strategic territories. Finally, impose yourself as the only one able to rule the Abyssal people! *Abyss* is a game of development, combination and collection in which players try to take control of strategic locations in an underwater city. To achieve this, players must develop on three levels: first by collecting allies, then using them to recruit Lords of the Abyss, who will then grant access to different parts of the city. Scheduled to ship in May 2021.
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Assemble the pages of the *Codex Naturalis*, the secret manuscript which lists the species of the four kingdoms that live in the primary forests. Play and place your cards to use resources, fulfill the objectives to create the most elaborate manuscript. When a player reaches 20 points or more, the end of the game is triggered. Scheduled to ship in May 2021.
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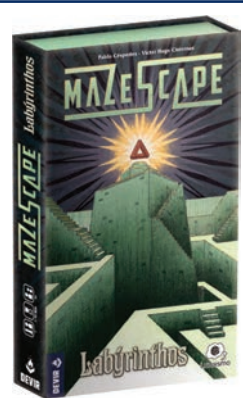
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DEVIR



MAZESCAPE PUZZLE: LABYRINTHOS

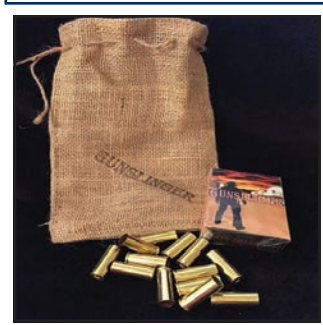
Mazescape is a puzzle that transports you to a mysterious world that is solitary and intricate and full of paths that are constantly changing. Take the Impossible Triangle, which will transport you back to the real world; or if you like, to another *Mazescape*. Scheduled to ship in June 2021.
 DVR DEVMAZELABY \$9.99



MAZESCAPE PUZZLE: ARIADNE

Each box of *Mazescape* is presented with seven unique mazes each. Players will be flipping through the flaps of these maps looking to escape the labyrinth, but they can never lift the pointer from the table. A unique challenge for bright minds. Scheduled to ship in June 2021.
 DVR DEVMAZEARIA \$9.99

DRAGON'S FIRE GAMES



GUNSLINGER CARD GAME

Gunslinger is a free-for-all shootout for supremacy. It is a fast paced spaghetti western card game where one minute you are standing tall and the next you are taking a dirt nap. This game can be learned and played in less than ten minutes. Once you play a few rounds you will be a Pro, or addicted, or both! I'd bet me britches on it. Players will enjoy this game for its speed, simple rules, deceptively complex strategy and hours of repeat playability. Scheduled to ship in May 2021.
 DFG 102 \$19.99

DRINKING QUEST



YOUR FRIEND IS SAD

A game about cheering up a sad friend! Jason Anarchy and Shen bring a casual highly replayable game featuring 32 guest cartoonists like *The Oatmeal*, *Cassandra Comics* and *Cyanide and Happiness*. Scheduled to ship in May 2021.
 DRQ SAD001 \$29.99

SHADOWRUN[®]

SIXTH WORLD BEGINNER BOX

RISK IT ALL

By 2080, most of the planet is controlled by enormous, world-striding megacorporations that grasp for power and strangle humanity in their clutches. But in the darkest depths, defiance flickers. The ignored and the marginalized refuse to be ground down. They're called shadowrunners, and they risk everything ...

*Wrestling magical energies,
channeling them into power;*

*Pitting their consciousness against
the electronic void of the Matrix;*

Trading flesh for chrome to become more than human.

Will you join them, and dare to risk it all?

The **Shadowrun Sixth World Beginner Box** is the easiest way to dive into the intrigue, grit, and action of one of the most enduring role-playing settings of all time!

It includes everything needed for a game, including quick-start rules, character dossiers, an adventure, gear and magic cards, dice, and more!

Grab a copy, play a game, and get a look at the coming soon, all-new **Shadowrun Sixth World Edition**!



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ELF LAIR GAMES

NIGHT SHIFT RPG: A FAUSTIAN DILEMMA

Welcome to the City... The City doesn't seem to have a name. To those who live here, it's simply The City, and it's more than home. It's heart. The City is a piece of those who live here, and those who live here are a piece of the City. It's a City of contradictions on one hand always dark and shadowy, with foreboding alleyways and oubliettes, on the other hand full of vibrant life where there's always something going on. A Faustian Dilemma is the first Night Shift scenario for Night Shift: Veterans of the Supernatural Wars. Scheduled to ship in May 2021. ELG 2002.....\$13.99



EVERYTHING EPIC GAMES



UPZONE: ANCIENT ZONE

The Ancient Zone includes 8 Pop-Up / Fold-Away boards that form the 60' x 44' battlefield. The Pyramid Centerpiece is an epic 14 inches tall and is made of two pop-up boards place side-by-side with an included optional sleeve that fits over the top creating a more traditional thematic look. Simply open 8 boards and place them however you wish to start your game straight away! Great for Warhammer 40k, Infinity, Dungeons & Dragons and any miniatures game. The terrain has 1-inch squares for

Wargaming and RPG Movement Rules. EEG UPZANC.....\$104.99

UPZONE: CATHEDRAL ZONE

The Cathedral Zone includes 8 Pop-Up / Fold-Away boards that form the 60' x 44' battlefield. Simply open 8 boards and place them however you wish to start your game straight away! Great for Warhammer 40k, Infinity, Dungeons & Dragons and any miniatures game. The terrain has 1-inch squares for Wargaming and RPG Movement Rules. EEG UPZCAT.....\$104.99



UPZONE: DUNGEON ZONE

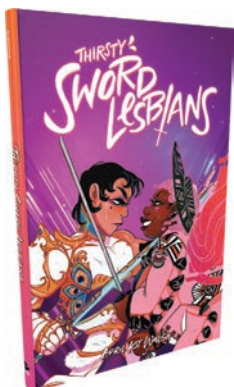
The Dungeon Zone includes a Pop-Up / Fold-Away 25 piece terrain system that you can setup as a full table dungeon in any way you choose! 1 inch squares are on each piece for easy D&D / RPG movement rules! Fully compatible with Dungeons & Dragons, Pathfinder or any tabletop roleplaying game. Warhammer Quest, Space Hulk, and other close-quarters miniatures games can be upgraded in this dungeon setting! Heroquest can be upgraded using this zone for a more immersive gaming Experience!

EEG UPZDUN.....\$104.99

EVIL HAT PRODUCTIONS

THIRSTY SWORD LESBIANS RPG HARDCOVER

Thirsty Sword Lesbians is a stand-alone, multi-genre RPG of queer romance and daring swordplay in the style of Powered by the Apocalypse games. EHP 0069.....\$30.00



FLYING FROG PRODUCTIONS

SHADOWS OF BRIMSTONE



HERO PACK COWBOY FFP 07H05.....\$21.95



HERO PACK GAMBLER FFP 07H06.....\$21.95



HERO PACK JARGONO NATIVE FFP 07H09.....\$21.95



HERO PACK WANDERING SAMURAI FFP 07H10.....\$21.95



SHIKARRI NOMAD CRUSADERS ENEMY PACK FFP 07E25.....\$19.95

FORBIDDEN GAMES

DUNGEON PARTY

Scheduled to ship in June 2021.



DUNGEON OF DOOM

Inspired by classic RPG adventures, Dungeon Party is a light, dexterity-based party game played with coasters and coins. Reveal the room coaster with its unique events and rules. Then reveal the monster in the room, and take turns bouncing a coin, trying to land it on the Monster Coaster to hit. Eliminate the monster and claim its treasure. With a 30-60 minute play time (depending on the dungeon that you choose to tackle), you can easily adapt the game to your group and setting. There is also a wide variety of monsters, treasures, rooms, and heroes to choose from, to ensure plenty of variety. Each game is stand alone or can be combined with other Dungeon Party games for a bigger play experience. FRB 1702.....\$19.99



TUNNELS OF TERROR

Inspired by classic RPG adventures, Dungeon Party is a light, dexterity-based party game played with coasters and coins. Reveal the room coaster with its unique events and rules. Then reveal the monster in the room, and take turns bouncing a coin, trying to land it on the Monster Coaster to hit. Eliminate the monster and claim its treasure. With a 30-60 minute play time (depending on the dungeon that you choose to tackle), you can easily adapt the game to your group and setting. There is also a wide variety of monsters, treasures, rooms, and heroes to choose from, to ensure plenty of variety. Each game is stand alone or can be combined with other Dungeon Party games for a bigger play experience. FRB 1703.....\$19.99



UNDERGROUND OF THE UNDEAD

Inspired by classic RPG adventures, *Dungeon Party* is a light, dexterity-based party game played with coasters and coins. Reveal the room coaster with its unique events and rules. Then reveal the monster in the room, and take turns bouncing a coin, trying to land it on the Monster Coaster to hit. Eliminate the monster and claim its treasure. With a 30-60 minute play time (depending on the dungeon that you choose to tackle), you can easily adapt the game to your group and setting. There is also a wide variety of monsters, treasures, rooms, and heroes to choose from, to ensure plenty of variety. Each game is stand alone or can be combined with other *Dungeon Party* games for a bigger play experience.

FRB 1704 \$19.99

GALE FORCE NINE

DUNE BOARD GAME: GAME MAT 24" X 36"

Conquer Arrakis with this deluxe collectors game mat for *Dune*, A Game of Conquest, Diplomacy & Betrayal. Scaled up 135% for maximum visibility the *Dune* Game Mat is accompanied by Sandworm, Storm & Family Atomics special edition miniatures. Scheduled to ship in June 2021.

GF9 DUNE04 PI



WORLD OF TANKS: MINIATURES GAME

Scheduled to ship in May 2021.



AMERICAN M10 WOLVERINE

GF9 WOT16 \$12.00



GERMAN PANZER III J

GF9 WOT15 \$12.00



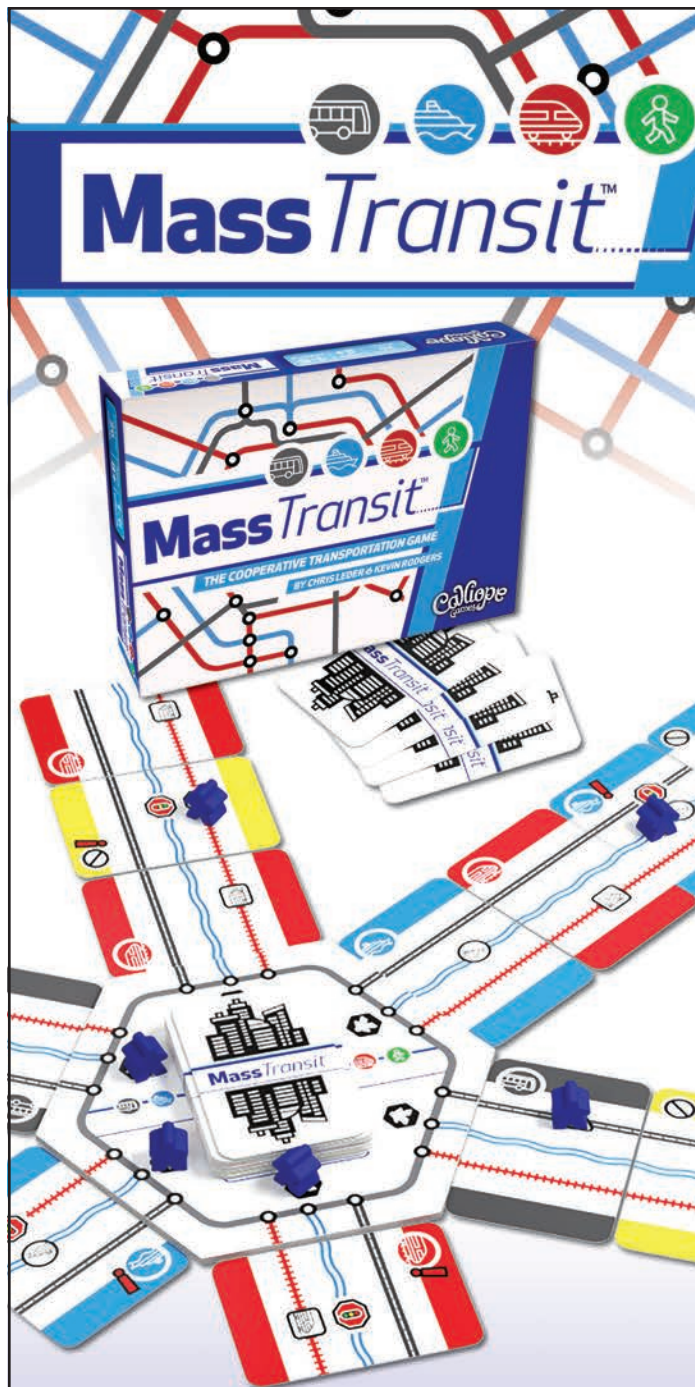
BRITISH SHERMAN VC FIREFLY

GF9 WOT18 \$12.00



SOVIET KV-15

GF9 WOT17 \$12.00



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20
minutes

Ages
8+

1-6
players

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GAMES



IDW
GAMESNEW!
RELEASE!**GALAXY HUNTERS**

In *Galaxy Hunters*, 2–4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes four large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters*' inventive neural-link system
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!NEW!
RELEASE!**GALAXY HUNTERS:
NEW WAYS TO HUNT EXPANSION**

With the *New Ways to Hunt* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a 5th player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains
- Increase your Power Level to gain access to power Transformations
- Techniques provide unique abilities that modify your attack rolls
- Requires *Galaxy Hunters* Base Game to play
- Includes (1) additional Battle Mech Miniature!



IDW 01934.....\$29.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!PRE-ORDER!
TODAY!**GHOSTBUSTERS/MEN IN BLACK
ECTO-TERRESTRIAL INVASION**

In *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, 1 to 4 players each control a team of one Ghostbuster and one MIB agent to defend New York City. Trap Ecto-Terrestrials and complete scenarios while using the latest weaponry & gadgets! All teams must work together to defeat the alien forces, but only one team can be the best. Do you have the mettle to defeat the machinations of Zorg and his minions?

- Mix and match iconic characters from *Ghostbusters* and *Men In Black*, each with their own unique abilities
- 42 Miniatures included + 5 LARGE Boss Miniatures!
- Purchase powerful weapons and equipment with money earned from each mission
- Choose which missions to play as you progress through the story
- The Ghostbuster Firehouse Dice Tower spawns Ecto-Terrestrials as the game progresses. Beat the scenario before the last panel is pulled, or it's game over!



IDW 01831.....\$124.99

DESIGNER: PANDA CULT GAMES

PRE-ORDER NOW!

**PRE-ORDER!
TODAY!**



BATMAN: THE ANIMATED SERIES— SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series—Shadow of the Bat* lets 1-4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains



IDW 01932.....\$124.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

PRE-ORDER NOW!

EDGAR ALLAN POE'S THE MASQUE OF THE RED DEATH

Based on Edgar Allan Poe's sinister story, *Masque of the Red Death* pits you and up to 6 of your friends against each other as you hobnob with the Prince. But disaster strikes at midnight. You must balance your actions carefully between currying the Prince's favor and discovering which rooms the Red Death will visit. After all, having the highest social standing only matters if you survive...

With stunning art by Gris Grimly, *Masque of the Red Death* is sure to delight ...and disturb you!



IDW 01379.....\$59.99

AVAILABLE NOW!

DESIGNER: ADAM WYSE
ARTIST/COVER: GRIS GRIMLY

**PRE-ORDER!
TODAY!**



BATMAN: THE ANIMATED SERIES— ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series—Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series—Shadow of the Bat* is required to play this expansion



IDW 01934.....\$59.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

PRE-ORDER NOW!

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SELLER!**



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SPOTLIGHT ON



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FOR THE KING (AND ME)

The young monarch has no knack for governing. Take advantage of this and gain his trust by taking on the most important government duties. Distribute the duties, and use your influence to outbid your opponent for the best jobs. Share cards, choose the most-high profile jobs... and then experience an auction phase as belligerent as it is clever! In *For the King (and Me)*, discover a retheme of the acclaimed *Biblos*, now for up to 5 players, and enjoy a game that gets more intense... and more duplicitous in every game!

IEL 51831\$24.99

INEXORABLE MEDIA

MAGIMUNDI BESTIARY (5E)

2020 *Ennie Award Nominated Best Adversary / Monster Book!* Enhance your game and surprise your adventuring party with never-before-seen fantasy beasts! Encounter new companions or familiars, new ingredients to harvest, beasts to battle, creatures to encounter, and treasure to find. From ancient and wise solitary creatures to hordes of vermin, from the truly terrifying to strange and unusual, it's all here in the *Magimundi Bestiary* for the 5th edition of the world's greatest roleplaying game. Whether you're crawling through dungeons, or encountering dragons, there are beasts and creatures for all party levels, from beginner to legendary. Full-color breathtaking illustrations accompany each entry. Beautiful hardcover edition has a glossy cover and is worthy of your shelf or gaming table. Scheduled to ship in May 2021.

HC INX 5EHC\$39.99
SC INX 5ESC\$24.99



MAGIMUNDI BESTIARY (PF2)

Enhance your game and surprise your adventuring party with never-before-seen fantasy beasts! Sixty unique creatures, twelve familiars, five companions from ancient and wise solitary creatures to hordes of vermin, from the truly terrifying to strange and unusual, it's all here in this bestiary designed for *Pathfinder 1.0* and adaptable to *2.0*. Includes creatures for all party levels. Beautiful glossy hardcover edition will last. Scheduled to ship in May 2021.

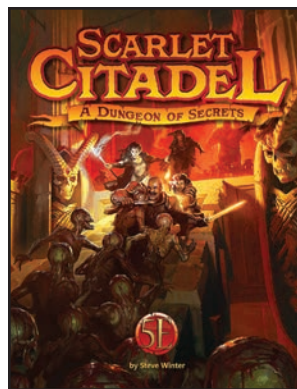
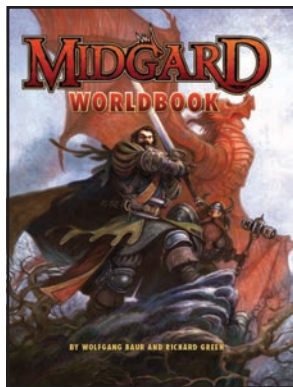
HC INX PFHC\$34.99
SC INX PFSC\$19.99

KOBOLD PRESS

MIDGARD WORLDBOOK
HARDCOVER (5E)

This complete campaign setting, fully updated and expanded for use with *5th Edition D&D*, provides DMs everything needed to send their players on adventures against the dark, driving it back with spell, steel, and cunning! Revised and expanded lore of the planes, history, calendars, and conflicts of the world. Characters from Baba Yaga to the lords of the Dragon Empire, from the hard-working folk of Zobeck to various elven holdouts of Dornig and the vampire lords of Morgau. Scheduled to ship in June 2021.

PZO KOB9328\$49.99

SCARLET CITADEL |
HARDCOVER (5E)

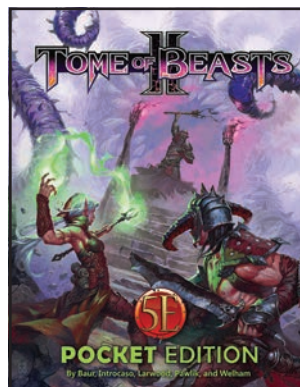
A massive hardcover tome containing a classic-style adventure for 10 levels of play, fully compatible for *D&D 5E*. Easily paired with the *Scarlet Citadel Map Folio*, a fold-out set of playable battle maps from Kobold Press. Suited for newcomers to tabletop RPGs as well as long-time Game Masters. Optimized for evocative combats and magical mysteries, and brimming with plots and subplots to uncover. Full of original traps and new monsters as well as a complete write-up of the nearby town of Redtower, where the adventurers can set up a home base. Scheduled to ship in July 2021.

PZO KOB9085\$39.99

SCARLET CITADEL:
MAP FOLIO (5E)

The *Scarlet Citadel Map Folio* is a collection of all the maps Game Masters need to run the massive *Scarlet Citadel* dungeon-crawling adventure by Kobold Press. Ten beautiful, full-color battle maps measuring 24 inches by 36 inches when unfolded, each overlaid with a grid of 1-inch squares perfect for tabletop RPG miniatures. Several 8-inch-by-10-inch overlay maps that can be placed atop the battle maps to depict unique traps, hazards, or other features of the dungeon. Coated surfaces that can handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2021.

PZO KOB9092\$34.99

TOME OF BEASTS II
(POCKET EDITION) (5E)

Inside *Tome of Beasts 2* now in this convenient, more portable softcover edition! You'll find monsters for almost every location your heroes might journey: from farmlands to forests, dungeons to deserts, and bustling cities to fantastical planar realms, all with an emphasis on dungeons and the underworld! Scheduled to ship in July 2021.

PZO KOB9122\$24.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: EGYPTIAN GOD DECK DISPLAY (8)

Awaken the power of the Egyptian God Cards! If you've ever wanted to build a Deck around an Egyptian God Card but didn't know where to start, look no further than the Egyptian God Decks! *Egyptian God Deck: Slifer the Sky Dragon* and *Egyptian God Deck: Obelisk the Tormentor* serve up simple strategies to Summon and win with either *Slifer the Sky Dragon* or *Obelisk the Tormentor*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85309\$79.92

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SPOTLIGHT ON

YU-GI-OH! TRADING CARD GAME KING'S COURT

YU-GI-OH! TCG: KING'S COURT BOOSTER DISPLAY (24)

Kings Court is the newest 60-card booster set with World Premiere cards that can be played by themselves or as the engine of an Egyptian God Card strategy! The complete *Kings Court* booster set contains 60-cards: 10 Ultra Rares 15 Super Rares 35 Rares 15 cards in the set are also available as Collector's Rares Each booster pack contains 7 cards: 1 Foil card per pack 6 Rare cards per pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85329\$95.76

KOLOSSAL GAMES



WESTERN LEGENDS: BLOOD MONEY

Blood Money is the second large expansion for *Western Legends*, introducing a number of modules to tailor every game. The risk module uses a die that improves a number of actions... at the risk of injury. The legendary story module incorporates the story track and high-reward adventures for players to pursue. Players may now purchase deeds to locations and legendary items from the traveling trader. And of course, there is a bevy of new characters and items to explore! Scheduled to ship in July 2021.
KLG WES019EN\$35.00

LEGENDARY GAMES

THE DRAGON'S HOARD (5E)

The Dragon's Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of *The Dragon's Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magic items! Scheduled to ship in May 2021.

#3 LGP 471DH035E\$11.99
#4 LGP 478DH045E\$11.99



LEGENDARY MESMERISTS: SECOND EDITION (PF2)

Legendary Mesmerists is the latest volume in our new series of class-focused player supplements for *Pathfinder Second Edition*, this time focused on the mind-bending mesmerist class. These devious tricksters and students of occult psychology wield the power of pure thought to unlock the secrets of the mind while imposing their will on anyone that dares to meet their hypnotic gaze. You'll find over 150 class options for this new class, including a massive array of class feats for every level from offensive talents like Amplify Pain, Devastating Invective, and Petrifying Stare to incredible utility powers like Chain of Eyes, Contingent Trick, Spatial Switch, and Fanatical Sacrifice. Scheduled to ship in May 2021.



LGP 469NC02PF2\$15.99

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Ages
8+

2-6
players

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LOKI



MAGIC MARKET

The Magic Market is finally here! Get your magical items from out of the attic so you can sell them at the fairytale market! Pay close attention to your customers what are they looking for? Don't let anyone leave empty-handed Especially not those willing to spend a lot of Dragos! Showcase your valuable objects, visit the other sellers tables, negotiate to get the best prices... But keep an eye on the clock! When the clock hits five and the market closes, the player with the most Dragos wins the game!

LOK 51819\$34.99

TEAM STORY

Oh no! A magical tornado devastated the library and the pages of the grimoire flew away! Apprentice magicians, it's up to you! Become a Storyteller, make up stories and bring back the pages... in the right order! In Team Story, players play as storytellers who use the images in front of them to invent a story, which is then told to the listener. The images are then mixed together! Will the listener be able to find the right images and put them back in the right order?

LOK 51600\$19.99



LUCKY DUCK GAMES



CHRONICLES OF CRIME: 1900

Chronicles of Crime: 1900 is a stand-alone, cooperative game of crime investigation. Using Scan & Play technology to mix digital and board games, it allows for many crime investigation stories to be told with the same components.

LKY CCM-R02-EN\$29.99



DESTINIES

The prophets speak of the End of Days, but while famine, pestilence, and war scourge the land, there will still be hope. A chosen few will be given the power to shape these ordeals and bring onto others both punishment and salvation. Their deeds will be a testament to the will and strength of mortals. Destinies is a competitive, story-driven game of adventure and exploration, mixing an app and a board game. Each of the 5 unique scenarios depicts part of a vivid world, full of dark stories, epic characters, and mysteries to solve.

LKY TLD-R01-EN\$49.99



KING OF 12

The twelve-sided stones of power decide who is to rule the twelve realms. The manipulation of the stones is an art, and impossible to accomplish alone. You'll need the support of beings from all across the Twelve Kingdoms. Only those who most skillfully employ their powers will claim the throne. Scheduled to ship in April 2021.

LKY KNG-R01-EN\$22.99



TRANQUILITY

Tranquility is a co-operative strategy game for 1-5 people, suitable for players of all ages, and lasts around 15-20 minutes. Players must collaborate to fill the sea with islands and guide the ship home before any player runs out of cards. Cards must be placed so that the grid ascends in numerical order from bottom left to top right. However, it won't be that simple, as in the world of Tranquility, the only way to play is in silence. All the players win if they manage to complete the grid and have placed a Start and Finish card. All players lose if a single player can no longer play or discard any cards. Scheduled to ship in May 2021.

LKY TKY-R01-EN\$14.99

METALLIC DICE GAMES

16MM ALUMINUM PLATED ACRYLIC POLY DICE SET (7)



RAINBOW AEGIS UNINKED

MET 031\$14.99



RAINBOW AEGIS W/ WHITE NUMBERS (7)

MET 032\$19.99

VELVET COMPARTMENT DICE BAGS WITH POCKETS



GALAXY

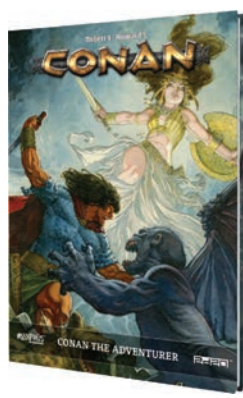
MET 9101\$19.99



NEBULA

MET 9102\$19.99

MODIPHIUS



CONAN: THE ADVENTURER

Welcome to the Southern Kingdoms! Conan: The Adventurer is the definitive guide to the lands south of the Styx River, including serpent-haunted Stygia, Kush, Darfar, Keshan, Punt, Zembabwei, and that vast region known to the folk of the Dreaming West as the Black Kingdoms. Rife with mystery and ancient, long forgotten cultures and ruins, this region is brimming with potential for adventure and intrigue. Scheduled to ship in June 2021.

MUH 050384\$32.99



CONAN: THE KING

Welcome to the Throne! Just as Conan's ultimate destiny was to claim the throne of Aquilonia, the crown jewel of the Hyborian civilizations, Conan: The King is the ultimate sourcebook to those kingdoms and the most dangerous battlefield of all: that of the court. With the guidelines contained within this book, players may fight to earn thrones of their own; or die trying. Scheduled to ship in July 2021.

MUH 050386\$32.99



CONAN: THE SCOUT

The Pictish Wilderness is vast and untamable, hiding mysteries and horror. In this wild theater, the eternal struggle between civilization and savagery intensifies, and the people of this land hold the line against invasion. To the east, the Border Kingdom stands as civilizations defense between the fearsome Hyperboreans and the unready kingdoms to the south. *Conan: The Scout* is the guide to life on the border, filled with information about the rugged world of the settlers, pioneers, hunters, and scouts, and their implacable enemies: the Picts. Scheduled to ship in May 2021.

MUH 050381 \$32.99



DISHONORED RPG DICE

Contains 5 custom engraved twenty-sided dice in bleached bone-colored and black ink. Scheduled to ship in April 2021.

MUH 051702 \$19.99

ELDER SCROLLS:

CALL TO ARMS

Scheduled to ship in April 2021.



DWEMER CENTURION AND BALLISTA

MUH 052263 \$53.00



DWEMER SPHERES AND SPIDERS

MUH 052264 \$52.00

NCR RANGER PATROL

MUH 052146 \$41.00



FROSTBITE SPIDERS

MUH 052265 \$36.00

FALLOUT: WASTELAND WARFARE

Scheduled to ship in May 2021.



CAESAR'S LEGION CORE BOX

MUH 052148 \$50.00



CAESAR'S LEGION MILITARY COMMAND

MUH 052150 \$26.00



CAESAR'S LEGION VETERAN WAVE

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GAMES

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MAY 2021

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NCR TOP BRASS
MUH 052147\$26.00

**FALLOUT:
WASTELAND WARFARE**
Scheduled to ship in July 2021.



SUPER MUTANTS NIGHTKIN
MUH 052153\$23.00



**SUPER MUTANTS
TABITHA AND RAUL**
MUH 052152\$23.00

**STAR TREK
ADVENTURES RPG**
Scheduled to ship in April 2021.



**THE KLINGON EMPIRE
GAMEMASTER TOOLKIT**
The *Star Trek Adventures Klingon Empire Gamemaster Toolkit* gives the gamemaster all the rules references they need to run a mission in the final frontier. It also gives players reference sheets for each of the roles in the Klingon Defense Force and on the bridge of a Klingon warship. This toolkit includes a 4-panel gamemaster screen, packed with rules for the 2d20 system and reference tables needed during play.
MUH 052184\$45.99



KLINGON DICE SET
Engage in *Star Trek Adventures* roleplaying with the official Klingon dice set.
MUH 052173\$19.99

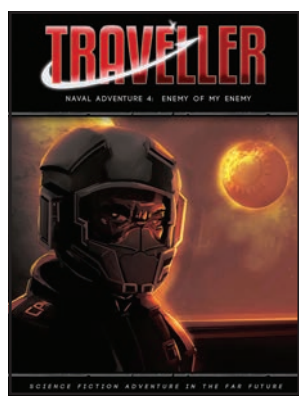


THE SPY GAME RPG
The *Spy Game* is an action & espionage roleplaying game built using the 5th edition of the worlds most famous roleplaying game. Peer behind the curtain of society into the world of the agencies and take your place as a world class spy. Together with your crew of con-artists, specialists, infiltrators and hackers you will influence, subvert, and overcome any challenge. Will you topple corrupt governments or protect the interests of the highest bidder? Will you take out the target before they achieve their aims, or capture them for intel? Will you counter worldwide threats, or become them yourselves? The *Spy Game* places your own intelligence agency on the world stage, where the promise of adventure waits for you! Scheduled to ship in April 2021.
MUH BCG19002\$42.00



**THE SPY GAME RPG:
GM SCREEN AND BOOKLET**
The *Spy Game* GM Screen provides front facing covert-world artwork and GM facing pages of useful tables and quick notes. Also includes spy trope and motifs rules for customising your games to make them more like action movies or closer to nail-biting thrillers, all covered by the spy genre. Scheduled to ship in April 2021.
MUH BCG19005\$34.00

MONGOOSE PUBLISHING



TRAVELLER RPG: ENEMY OF MY ENEMY
Piracy has become a problem in District 268. The Travellers are sent on a mission to Collace, an Imperial client state and important ally. With the imminent annexation of the subsector, the Imperium does not want to inherit a troubled region so they are sending the Travellers ship to troubleshoot the situation. Aided by the Collacian Planetary Navy, the Travellers go on a pirate hunt; rumours abound that pirates have a secret base somewhere in the subsector. Finding it will be difficult but when found, it is not at all what the Travellers expected and they will have difficult choices to make that could affect the future of District 268. Scheduled to ship in May 2021.
MGP 40052\$19.99

NUTS! PUBLISHING

SPOTLIGHT ON

300: EARTH & WATER

Ionia rebelled against Persia's rule and Greece supported it, with Persians that attacked Macedonia from land and sea. The two forces fought each other in different famous battles, battles that are written in history. *300: Earth & Water* is a strategy game for two players. One player controls the Greeks, guided by Athenians and Spartans, and the other controls the Persians, led by the King of Kings, to see who is to control more cities than their opponent. Scheduled to ship in May 2021.
AGS 19040-300EN\$29.90



PAIZO PUBLISHING



**PATHFINDER RPG: ADVENTURE
PATH - STRENGTH OF THOUSANDS
PART 1 - KINDLED MAGIC (P2)**
Kindled Magic is a *Pathfinder* adventure for four 1st-level characters by Alexandria Bustin and Eleanor Ferron. This adventure begins the *Strength of Thousands Adventure Path*, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells — including lore of the prestigious Magaambya! Scheduled to ship in July 2021.
PZO 90169\$24.99



**PATHFINDER RPG: FLIP-MAT -
BIGGER ISLAND**
Pathfinder Flip-Mat: Bigger Island measures 27 by 39 inches, which gives you 45% more gaming space than the standard *Pathfinder Flip-Mat*. On tabletops across the world, the *Flip-Mat Revolution* is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy cleanup is just a *Flip* away? Scheduled to ship in July 2021.
PZO 30114\$19.99

SPOTLIGHT ON



PATHFINDER RPG: FLIP-TILES - FORTRESS STARTER SET

Next time your players are ready to explore a towering castle or imposing fortress, they won't have to wait for you to draw every wall and door in the complex. *Pathfinder Flip-Tiles: Fortress Starter Set* provides beautifully illustrated 6" x 6" map tiles that can be used to construct a sprawling fortification full of places for defenders to make their last stand. Inside, you'll find 42 richly crafted, double-sided map tiles and six tabbed dividers to keep them organized. This starter set is only the first step! *Flip-Tiles* expansion sets allow you to expand your fortress both in size and with nearly endless variety! So stop your sketching and start your flipping today! Scheduled to ship in July 2021.

PZO 4091\$34.99



HARDCOVER



POCKET EDITION



SPECIAL EDITION

PATHFINDER RPG: SECRETS OF MAGIC (P2)

Secrets of Magic brings the popular magus and summoner classes into *Pathfinder Second Edition*, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume — the Book of Unlimited Magic — presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin! Scheduled to ship in July 2021.

HARDCOVER PZO 2108\$49.99

POCKET EDITION PZO 2108-PE\$24.99

SPECIAL EDITION PZO 2108-SE\$69.99

STARFINDER RPG: ADVENTURE - JUNKER'S DELIGHT

Centuries ago, the Stellar Flare—a science vessel researching the strange dimension known as the Drift — crashed on the surface of Akiton. Now, Vari-13, an android with a claim to the Stellar Flare, wants to find the wreck and rescue its valuable research. But Vari-13 will need help, and that's where your heroes come in. The Stellar Flare's remains lie in the middle of an enormous junk field filled with malfunctioning technology, inhabited by predatory creatures, and fought over by territorial space goblins. And there are whispers of an enormous robot made entirely of junk that wanders the scrapyards, immune to magic and eager to destroy everything in its path. *Junker's Delight* is a complete *Starfinder* adventure for 1st-level characters written by Jason Keeley and Misha Bushyager. Scheduled to ship in July 2021.

PZO 7601\$22.99



STARFINDER RPG: FLIP-MAT - FOREST MOON

Whether the heroes are exploring the world-spanning woodlands of a living planet or racing energycycles between giant trees in a dangerous, high-speed chase, no Game Master wants to spend time drawing every tree trunk and forest trail. Fortunately, with Paizo's latest *Starfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features winding paths through a dense wood on one side and the massive trunks of an old-growth primeval forest on the other. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Forest Moon*, you'll be ready the next time your players go for a walk in the woods! Scheduled to ship in July 2021.

PZO 7326\$14.99



STARFINDER RPG: PAWNS - FLY FREE OR DIE PAWN COLLECTION

Key aliens and NPCs from the *Fly Free or Die* Adventure Path come alive on your tabletop with the *Fly Free or Die Pawn Collection*, featuring more than 100 creature pawns for use with the *Starfinder* Roleplaying Game or any tabletop science-fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of an alien, NPC, or starship from the *Fly Free or Die* campaign, including EJ Corp bounty hunters, the Golden League's Xun assassins, rival starships and their crews, and dozens of unique creatures. Each cardstock pawn slots into a size-appropriate plastic base from the *Alien Archive Pawn Box* or *Starfinder Pawns Base Assortment*, making the pawns easy to mix with traditional metal or plastic miniatures. Scheduled to ship in July 2021.

PZO 7424\$24.99

PEGASUS SPIELE



SPACE DRAGONS

Are you ready for daring galactic voyages after the notorious *Space Dragons*? Make strategic decisions when drafting your deck of crew cards to fit your strategy - will you choose to hunt down the highest-point dragons by using crew skilled at capture, or concentrate on lessening penalty points by repairing your ship with a crew more adept at damage control? Balance aggressive hunting with careful ship management to score the most points in this fast-paced drafting and trick taking game! Scheduled to ship in June 2021.

PSD 18342G\$14.99



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PRE-ORDER COMING 6.16.21

BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!

45+ 2-4 10+

PAN202108 \$29.95

NEW RELEASE

UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!

30+ 2-4 8+

PAN202011 \$39.95



NEW RELEASE

THE GAME: FACE TO FACE

- Two-player version of the best-selling **The Game**.
- Be the first to play all 60 cards in your deck.
- You'll have to help each other, but there can be only one winner!

20 2 8+

PAN202015 \$14.95

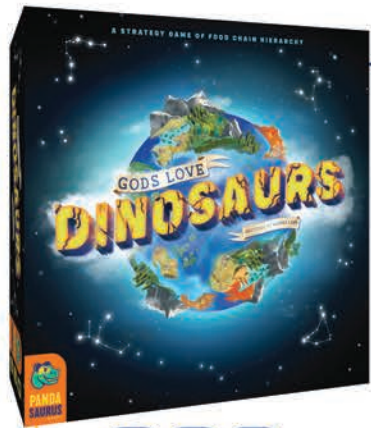
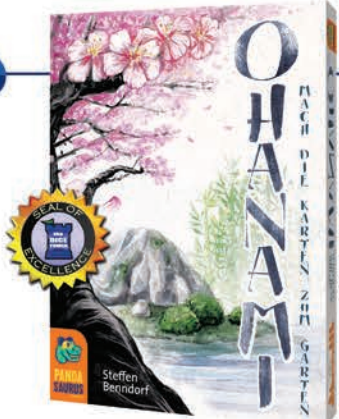
BACK IN STOCK

OHANAMI

- Unique drafting set collection game!
- A competitive twist on the best-selling **The Game**.
- A best seller in Germany and France!

20 2-4 8+

PAN202013 \$14.95



GODS LOVE DINOSAURS

- From the designer of **Magic Maze**.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

45+ 2-5 8+

PAN202016 \$39.95

BEST SELLER

MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

30 2-4 8+

PAN201821 \$29.95





THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.



PAN201820 \$12.95

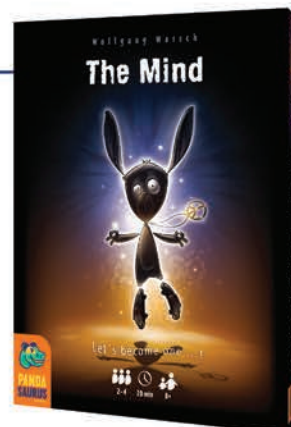


THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 \$12.95



DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 \$59.95

TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.



PAN202012 \$49.95



SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!



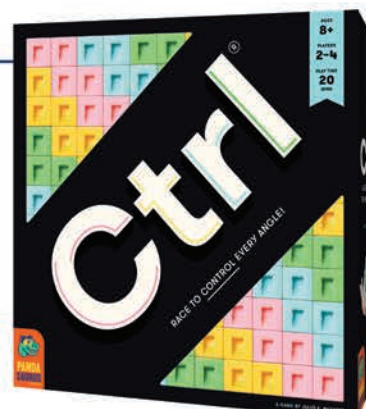
PAN202005 \$29.95

CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours.



PAN202007 \$24.95





PHASE SHIFT GAMES

DUNGEON DROP

Scheduled to ship in July 2021.



DROPPED TOO DEEP

Prepare to drop deeper! *Dungeon Drop: Drapped Too Deep* is an epic expansion for the premier 'drop-style' tabletop game. Face new challenges as you and your brave companions dive deeper and deeper into the dungeon. Unspeakable (yet remarkably adorable) denizens have emerged from the depths, but it is whispered that fragments of the great relic are among them. Will you take up your sword once again and meet the new horrors that await you?

PSG 114\$19.99



TREASURE TRUNK

Welcome to the Box of Infinite Space! Includes the 'big box' storage solution, complete with 5 plastic game trays and a full set of card dividers! Large enough to hold 3 of our cubical box games, walls, mats, and 1 of the 5 included game trays (or you can swap out up to 2 of the original game boxes and use all the game trays!).

PSG 118\$24.99



TRIALS & TOOLS

Let's control those flicks! Introducing our newest mini-expansion and contest winner! Treasure Trials and Lockpick Toolkits provide new challenges with great rewards. Rules cards contain special flick zones that will require a bit more precision!

PSG 117\$4.99



WIZARDS & SPELLS

Some battles require more than brawn and steel! This expansion allows *Dungeon Drop* to be played with up to 5 players and introduces two brand new game modes.

PSG 115\$12.49



TAVERN TALES: LEGENDS OF DUNGEON DROP

Join us in the tavern! A standalone card game featuring the heroes, monsters, and treasure you know and love from *Dungeon Drop*! Following your perilous drop into the dungeon, you are called home to the Traveler's Tavern for some warm Gingerbrew and an evening of heroic tales shared with the local rabble. Complete your *Dungeon Drop* story with *Tavern Tales*, as you and your companions compare mighty deeds in a strategic game of boasting and one-upmanship! In this raucous card game of set collection and subtle bluffing, 2 to 5 heroes scheme their way to becoming the most renowned hero of epic legends!

PSG 201\$19.99

PINE BOX ENTERTAINMENT



MOODS OF THE MAD KING: REVISED EDITION

In *Moods of the Mad King*, each player takes on the role of a playwright tasked with writing a play that matches the King's mood. Playwrights must also please their Muse. Those who fail to please the King will lose their heads, while those who fail to please their Muse will lose their patronage. During *Moods of the Mad King*, you add cards to the Play that you create. You win if at the end of the game your play has at least one card that matches the King's Mood and one card that matches your Muses preferred genre. Scheduled to ship in May 2021.

PBE 02001\$14.99

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: GALARIAN RAPIDASH V BOX

Galarian Rapidash V is known for the devastating Psychic-type attacks it sends out from its long, spiraling horn and now that power can be yours! Alongside a playable foil promo card featuring this pretty pastel Pokémon, plus an oversize card suitable for display, you'll find extra treasures in a handful of *Pokémon TCG* booster packs. Chase down this forest beauty with the *Pokémon TCG: Galarian Rapidash V Box*!

PUI 29080873PI

SPOTLIGHT ON



POKÉMON TCG: INTELEON VMAX LEAGUE BATTLE DECK

Sneak into the corners, Inteleon, and strike when the moment is right! This *Pokémon VMAX* is yours in this powerful, League-ready deck for skilled Trainers and *Pokémon TCG* players. With premium foil cards, sought-after power cards, and a well-tuned set of *Pokémon* and Trainer cards, the *Inteleon VMAX League Battle Deck* does more than feature one of the first partner *Pokémon* of the Galar region: it puts together all the elements to support you in your next match against friends and neighbors, in person or online! Ready to play and loaded with the clever combos of Inteleon VMAX, your deck could outwit and out-trick them all!

PUI 29080874PI

SPOTLIGHT ON



POKÉMON TCG: SWORD & SHIELD - ELITE TRAINER BOX PLUS ZACIAN OR ZAMAZENTA

Add a tremendous, powerful Galar region *Pokémon* and metal coins, dice, and condition markers to your *Pokémon TCG* experience! With a Legendary *Pokémon* of Galar in golden card form, accompanied by shining metal accessories, your collection will stand out as a beacon. With the power of Zacian V or Zamazenta V, your decks will seize the day, channeling the strength of this Metal-type *Pokémon* into your roster. In addition to a players guide covering the entire first year of the *Sword & Shield Series*, including details about top cards and combos, you'll find more surprises in *Pokémon TCG* booster packs. Do more than just explore Galar: stand shoulder to shoulder with one of its greatest legends! Scheduled to ship in April 2021.

PUI 29080743PI



SPOTLIGHT ON



POKÉMON TCG: V BATTLE DECKS (VICTINI V AND GARDEVOIR V) DISPLAY (8)

Get ready to ignite a massive blaze with Victini V or unleash the powers of the mind with Gardevoir V they're ready to charge onto the battlefield in two new *Pokémon TCG: V Battle Decks*! Each 60-card deck is led by a valiant Pokémon V and includes everything you need to play right away. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29080872..... PI

SPOTLIGHT ON



POKÉMON TCG: V BATTLE DECK - VICTINI VS GARDEVOIR DOUBLE DECK BUNDLE

Get ready for a major Pokémon battle with a ready-to-play double deck bundle with extra Trainer cards! The *Pokémon TCG: V Battle Deck Victini vs. Gardevoir* includes a deck for you and one for a friend, so you can face off. You can choose either Victini V or Gardevoir V to lead your team in a heads-up battle against another Trainer. Then, switch up the decks and see what things look like from the other side, can you win with both powerful Pokémon V?

PUI 29080948..... PI

SPOTLIGHT ON



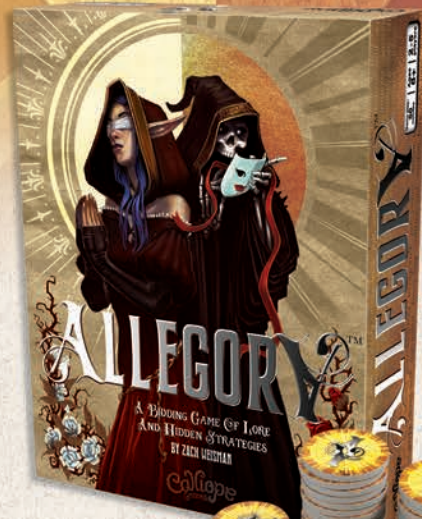
POKÉMON TCG: V STRIKERS TIN

The time of hard-fighting Battle Styles is upon you, with new Pokémon that strike hard and strike often—such as these two monsters of mayhem! Choose the crunching power of Tyranitar V or the quick icy moves of Empoleon V in the *Pokémon Trading Card Game: V Strikers Tin*. Each of these fantastic tins contains a super-powerful Pokémon V, with the moves, the strength, and the skills to take you to the top in your next Pokémon battle!

PUI 21080955..... PI



ALLEGORYTM



Craft Your Story With Lore
And Hidden Strategies.



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30-50
minutes

Ages
8+

2-6
players

GAMES

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POKETTO GAMES

**MINT WORKS**

Mint Works is a light and straightforward worker placement game. Its compact size makes it easy to put in your pocket and take it anywhere. Its simple rules make it easy to introduce new players to the genre of worker placement.

POK MINT-WORK.....\$14.99

**MINT DELIVERY**

Mint Delivery is a mint tin-sized, pick-up-and-deliver board game designed to be quick-to-play and easy-to-learn. In the game, players take the role of a mint delivery truck driver, driving around the area taking orders for mints, then delivering them.

POK MINT-DLVR.....\$14.99

**MINT COOPERATIVE**

The "big game in a tiny tin" Mint Series continues with Mint Cooperative, a co-op game that fits in a mint tin! Work to deliver Mintopia City and the other towns of Mortimer County from the periodontal peril that is the Dominion of Halitosis!

POK MINT-COOP.....\$14.99

PORTAL

VIENNA CONNECTION

Vienna Connection is a cooperative espionage board game. It's a game night experience that let's you and your friends take on the role of spies conducting secret operations during the historic Cold War era! The game contains four unique missions taking place across Europe, including Vienna, Prague, and Berlin! In this story-driven game for 1-5 players, you command a team of CIA agents during the Cold War conducting secret missions in various European cities.

PLG 1941.....\$50.00



PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in June 2021.



DESTROYERS CHOMPER, STOMPER AND REAPER ALTERNATE ELITE UNITS (RESIN AND WHITE METAL)

PIP 51136.....\$23.99



GREEN FURY EARTH KNIGHT MONSTER (RESIN AND WHITE METAL)

PIP 51134.....\$34.99



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PIP 51133.....\$29.99



PROTECTOR CARNIDON, EXO-ARMOR, AND ASSAULT APE ALTERNATE ELITE UNITS (RESIN AND WHITE METAL)

PIP 51135.....\$23.99

MONSTERPOCALYPSE

Scheduled to ship in May 2021.



LORDS OF CTHUL MORGOTH MONSTER (RESIN AND WHITE METAL)

PIP 51132.....\$27.99



TERRASAURS TYRANIX MONSTER (RESIN AND WHITE METAL)

PIP 51131.....\$29.99

WARCASTER

Scheduled to ship in May 2021.



AETERNUS CONTINUUM NEMESIS B HEAVY WARJACK (WHITE METAL AND RESIN)

PIP 84017.....\$39.99



AETERNUS CONTINUUM NEMESIS B WEAPON PACK (WHITE METAL)

PIP 84016.....\$11.99



EMPYREAN SENTINEL A HEAVY WARJACK (WHITE METAL)

PIP 87013.....\$39.99



EMPYREAN SENTINEL A WEAPON PACK (WHITE METAL)

PIP 87012.....\$11.99



IRON STAR ALLIANCE MORNINGSTAR B HEAVY WARJACK (WHITE METAL)

PIP 83016.....\$39.99



IRON STAR ALLIANCE MORNINGSTAR B WEAPON PACK (WHITE METAL)

PIP 83013.....\$11.99



MARCHER WORLDS STRIKE RAPTOR B HEAVY WARJACK (WHITE METAL)

PIP 82018.....\$39.99



MARCHER WORLDS STRIKE RAPTOR B WEAPON PACK (WHITE METAL)

PIP 82017.....\$11.99

WARCASTER
Scheduled to ship in June 2021.



**AETERNUS CONTINUUM
SCYTHE LIGHT VEHICLE
(RESIN AND WHITE METAL)**
PIP 84020\$59.99



**IRON STAR ALLIANCE
INTERCEPTOR LIGHT VEHICLE
(RESIN AND WHITE METAL)**
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**EMPYREAN ZENITH LIGHT VEHICLE
(RESIN AND WHITE METAL)**
PIP 87018\$59.99



**MARCHER WORLDS
RAZORBEAR LIGHT VEHICLE
(RESIN AND WHITE METAL)**
PIP 82021\$59.99

WARMACHINE
Scheduled to ship in May 2021.



**CRUCIBLE GUARD CONTAINMENT
OPERATIVES COMBAT ALCHEMIST
UNIT (WHITE METAL)**
PIP 37029\$24.99



**CRUCIBLE GUARD ROCKETMAN
STINGER SOLO (WHITE METAL)**
PIP 37028\$14.99

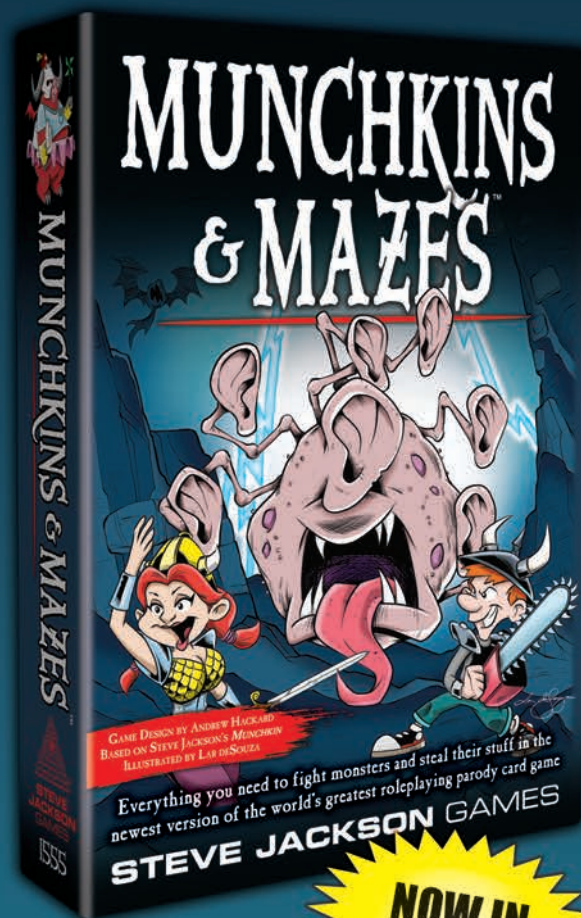
RAVENSBURGER



**PUSHEEN THE CAT:
PERRFECT PICK CARD GAME**
Gather friends and collect other essentials from Pusheen's house to create meowgical moments! Be the first to collect ten stars as you take snapshots of your fun to win! In *Pusheen Purrfect Pick*, players move Pusheen around the board, collecting essentials as she romps around. Play in Pusheen's house or flip the board over to play in the park! Essentials include friends like Pusheencorn or Dragonsheer nor items like gems and cupcakes. Turn in essentials to collect snapshots in which they appear, like Dragonsheer's lair or a Catvisit. Each snapshot is worth a certain number of stars. Collect ten stars to win! Scheduled to ship in March 2021.
RVN 60001925\$24.99

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WHOLE NEW ADDITION!



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STRATEGY

THE SNALLYGASTER SITUATION

- Grab your Ride, follow the clues, search the town for your lost friend!
- Work together while avoiding monsters and feds!
- Includes four unique monsters, each with their own play style!

RGS02240.....\$60



8+



2-5



45-60

JULY RELEASE!



REPRINT

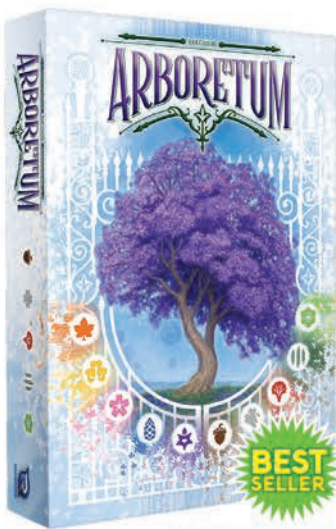
STRATEGY

RAIDERS OF THE NORTH SEA COLLECTOR'S BOX

- Organize Raiders of the North Sea and both expansions!
- Includes 200 themed card sleeves!

RGS02134.....\$30

AVAILABLE NOW



BEST SELLER

STRATEGY

ARBORETUM

- Create the most beautiful path through the garden.
- Plant as many trees as possible
- Make sure to save some to exert your control.

RGS00830.....\$20



8+



2-4



30

AVAILABLE NOW



NEW RELEASE

STRATEGY

VAMPIRE: THE MASQUERADE RIVALS BLOOD & ALCHEMY EXPANSION

- Adds two new clans: Tremere & Thin-bloods.
- Play head-to-head or integrated with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!

RGS02192.....\$30



14+



2-4



30-70

JUNE RELEASE!



REPRINT

STRATEGY

CLANK! IN! SPACE! ADVENTURES PULSARCADE

- Arcade Cabinets create a brand new way to steal artifacts!
- Six new modules, each with its own unique rules!
- Disguise Kit market item to deal with extra Clank!

RGS02242.....\$20



13+



2-4

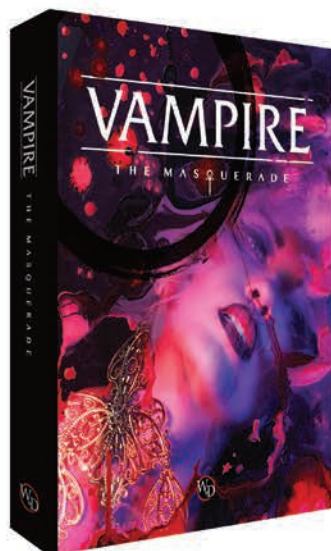


45-90

AUGUST RELEASE!

RENEGADE
GAME STUDIOS

WWW.RENEGADEGAMES.COM



ROLE-PLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION CORE RULEBOOK

- As a Vampire, struggle for survival, supremacy, and your own fading humanity.
- Suffer the pangs of the Hunger, the relentless and terrible thirst for human blood.
- This 428 page full-color hardcover book now includes a satin ribbon bookmark.

RGS09382.....\$55

MATURE CONTENT

JULY RELEASE!

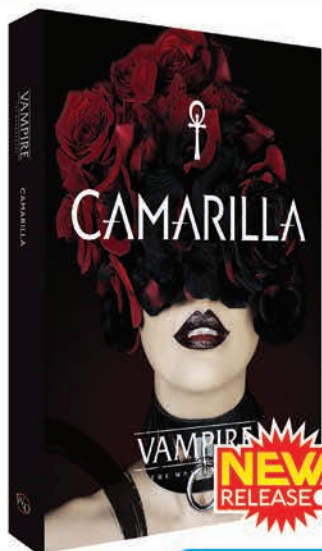
ROLE-PLAYING

VAMPIRE: THE MASQUERADE ANARCH SOURCEBOOK

- A look into the Anarch Sect with vignettes on vampires
- Includes rules for the Ministry
- A deeper look into Anarch Clans, with lore sheets

RGS09383.....\$50

MATURE CONTENT

JULY RELEASE!

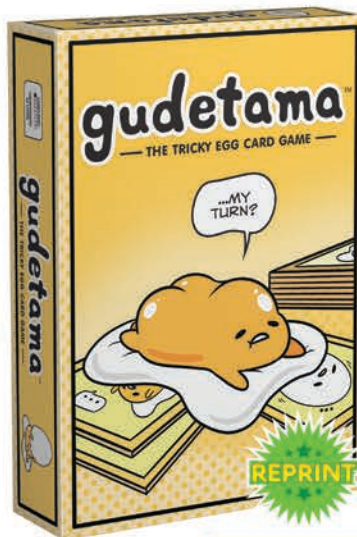
ROLE-PLAYING

VAMPIRE: THE MASQUERADE CAMARILLA SOURCEBOOK

- A deeper look into the Camarilla Sect
- Introduces the Ahirra and the Banu Haqim Clans
- Introduction to the Second Inquisition

RGS09384.....\$50

MATURE CONTENT

JULY RELEASE!

FAMILY

GUDETAMA: A TRICKY EGG CARD GAME

- Channel your inner lazy egg in this trick-taking game!
- Avoid gaining points on the last trick!
- Based on the Sanrio® character Gudetama™.

RGS01153.....\$15

7+ 2-7 20

AVAILABLE NOW

FAMILY

FUSE

- Save the ship before the timer runs out!
- Includes free countdown app!
- Cooperative!

RGS00504.....\$30

13+ 1-5 10

AVAILABLE NOW

R. TALSORIAN GAMES



CYBERPUNK RED: DATA SCREEN

When your Crew's getting down to the Meat and the Metal and waiting on your call, you don't have time to dig through stacks of hardcopy or rely on CTRL + F to find the info you need. That's why you need to interface with the *Cyberpunk RED: Data Screen*. All the information you need to run the game faster and smarter plus four panels of glorious art to shield your notes from prying cybereyes. Scheduled to ship in June 2021.

RTG CR3011 \$20.00

SINISTER FISH GAMES



STREETS

From Haakon Hoel Gaarder, designer and illustrator of *Villagers*, comes *Streets*, an easy to learn tile laying game where 1-5 players build a city together. Through careful planning and placement, the aim is to make the most money from selling buildings. The city is populated by growing crowds of people (wooden hipster, tourist, shopper, and parent meeples) who increase the value of the buildings they occupy, and move from street to street as they are scored. Locate your buildings carefully and attract the biggest crowds to street as they are scored. Locate your buildings carefully and attract the biggest crowds to street as they are scored. Scheduled to ship in July 2021.

SIF 00050 \$35.00

STEAMFORGED GAMES



EPIC ENCOUNTERS: TEMPLE OF THE SNAKE GOD

Venomous and hungry, a great snake slithers through the depths of a ruined temple, a relic of the very civilisation it was made to protect. Sampling, sensing, its vast pink tongue flickers between fangs long as the arm of a fully grown man. Many would-be thieves have met their end within its crushing grip. Will you be next?

SFL EE-007 PI

STEVE JACKSON GAMES



CHEZ CTHULHU

Prepare for an encounter with the most sanity-blasting entities in this or any dimension... your roommates. *Chez Cthulhu* combines the classic *Chez Geek* system with everyone's favorite Elder God, stirs in a new Madness mechanic, and gives unnatural birth to a stand-alone game designed by Steve Jackson and illustrated by John Kovalic. Scheduled to ship in July 2021.

SJG 1580 \$24.95

DICE BAG: GURPS 4TH EDITION

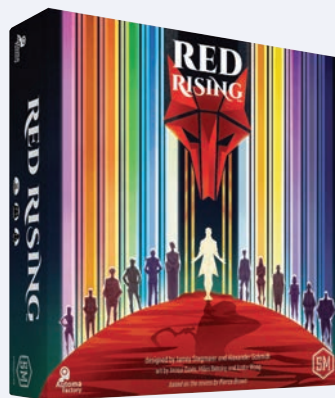
This *GURPS* dice bag joins our ever-expanding selection of classic (and classy!) dice bags. Its a 7 x 7 satin-lined drawstring bag, big enough to hold over 100 dice, and it comes with three 16mm black pearlized dice with white ink just to get you started! Whether you're fighting zombies or going deep into Black Ops (or perhaps you're more into Voodoo or Cyberpunk) you'll have everything you need to make the right decision. We hope... Scheduled to ship in July 2021.

SJG 5222 \$14.95



STONEMAIER GAMES

SPOTLIGHT ON



RED RISING

Enter the futuristic universe of *Red Rising*, based on the book series by Pierce Brown featuring a dystopian society divided into 14 castes. You represent a house attempting to rise to power as you piece together an assortment of followers (your hand of cards). Will you break the chains of the Society or embrace the dominance of the Golds? *Red Rising* is a hand-management, combo-building game. Start with a hand of 5 cards, and on your turn you will deploy 1 of those cards to a location on the board, activating that location's benefit. Then gain the top card from another location (face up) or the deck (face down), adding it to your hand as you enhance your end-game point total. Scheduled to ship in May 2021.

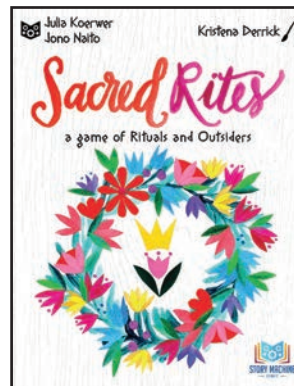
STM 350 \$40.00

STORY MACHINE GAMES

SACRED RITES

Can you sneak your way into a secret society? Each round, there will be an unknown number of outsiders who do not know a secret word. Using creative clues, each player provides the idea for some element of a ritual, with the outsiders trying their best to blend in. After each player has done so, accusations are quickly made and resolved, and players score points for being trustworthy, figuring out the word, and finding outsiders (even if you are an outsider yourself). Gameplay is light, funny, and fast-paced; perfect for any get-together or party. *Sacred Rites* comes with premium screen printed wood components, a cloth carrying bag, and beautiful watercolor art throughout by Kristina Derrick.

SYM 040 \$30.00



TEETURTLE



REVERSIBLE OCTOPUS PLUSHIE: POLKA DOT/SHIMMER

Show your mood without saying a word with a reversible plushie! Squish often, cuddle daily!

TET 2485-TY-PLT1 PI

SPOTLIGHT ON



THE ADVENTURES OF ROBIN HOOD

Designed and illustrated by Michael Menzel, the award-winning creator of the *Legends of Andor* game series, this game features a beautifully illustrated gameboard that changes over the course of the game and a gorgeous, faux-leather-bound, 216-page hardcover storybook that narrates the story and advances the gameplay. An innovative game mechanic allows you to move your character figures freely around the gameboard; you do not need to follow one set route. The gameboard also has interactive panels that are flipped to reveal hidden characters

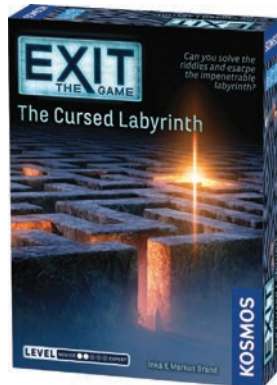
and new gameplay elements during play. Grab your bow and arrow and join the fight for justice and equity! Scheduled to ship in June 2021.

TAK 680565.....\$59.95

EXIT: THE CURSED LABYRINTH

Can you solve the riddles and escape the impenetrable labyrinth? During a tour of a historic castle, your attention is diverted to an intriguing labyrinth in the middle of the castle's garden. Towering walls separate it from the outside world, and as you pass through the old iron gate in amazement, the sky suddenly darkens, and the wind begins to pick up. With a loud clang, the antique iron gate slams shut behind you! You try to open it, but it's locked. Suddenly, to your terror, a gargoyle climbs over the gate toward you. Only by working together will you be able to solve the puzzles and escape the mysterious labyrinth. Scheduled to ship in June 2021.

TAK 692860.....\$14.95



UBONGO 3D

Stretch your mental muscles into the third dimension! In this version of *Ubongo*, the hit puzzle game, players race to place three-dimensional blocks so they fit perfectly in a specific area on a puzzle card and completely fill a designated three-dimensional space. Each time you win, you collect colorful plastic gems; the player with the most valuable collection of gems at the end of the game wins. Scheduled to ship in June 2021.

TAK 694258.....\$39.95

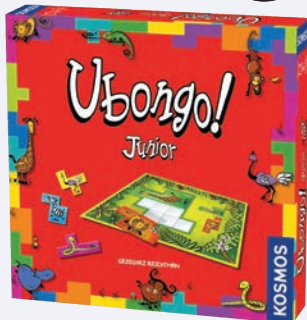
SPOTLIGHT ON



UBONGO JUNIOR

Ubongo Junior brings the fun and lively tile-placing play from the original hit puzzle game *Ubongo* to players ages five and up. Each player starts the game with seven puzzle boards and nine tiles of different shapes and colors, each displaying a different cartoon animal. The players race to place their animal tiles to perfectly fill a specific area on their boards as quickly as possible. The fastest player shouts *Ubongo!* and quickly takes colorful plastic gems from the bag. Scheduled to ship in June 2021.

TAK 697396.....\$24.95



UPGRADE YOUR GAME NIGHT



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GAMES

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MAY 2021

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THUNDERWORKS
GAMES

CAPE MAY

In *Cape May*, players traverse the city streets as entrepreneurs, developing property while building wealth over four seasons to earn prestige. Build cottages, develop them into Victorian homes, and upgrade them into historic landmarks. Establish shops and grow them into profitable businesses. Carefully move around the city, and make strategic use of activity cards. Complete bonus goals, then take some time to relax and spot wildlife in the best place for birdwatching in the Northeastern United States. Whoever best balances their income, development, movement, and personal goals will go down in history as the most successful developer of Cape May! Scheduled to ship in July 2021.

TWK 5005 \$59.95



CARTOGRAPHERS: HEROES

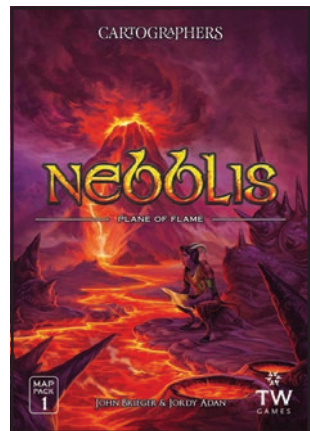
War ravages the land, and you are sure to encounter Dragul forces determined to thwart Queen Gimnax's plans for western expansion. Fortunately, brave heroes have risen to the defense of Nalos. Chart their deeds alongside the queen's edicts and secure your place in history. *Cartographers: Heroes* is the sequel to the critically acclaimed map-drawing game *Cartographers*. It includes all-new map sheets, scoring cards, explore cards, and ambush cards with unique abilities. Scheduled to ship in July 2021.

TWK 4060 \$24.95

CARTOGRAPHERS: HEROES -
MAP PACK 1 AFFRIL

When a rift opened and strange creatures rode through on their bat-like steeds, you knew you'd only have one chance to map this plane. You leapt through, finding yourself standing on a network of purplestone archways, rising from a vast, gray sea. Now, you pull out your level and compass and begin what surely is the greatest challenge of your career as a royal cartographer. This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers: Heroes*. It includes 75 double-sided new map sheets featuring the purplestone islands of this world and 3 new scoring cards, specifically for use with this map pack. Scheduled to ship in July 2021.

TWK 4063 \$9.95

CARTOGRAPHERS: HEROES -
MAP PACK 1 NEBBLIS

It is rumored that the forges of the ancient dwarves were connected by magic to the great volcano Astmork. As a royal cartographer, you are eager to see for yourself. Now, you stand before a mountain that belches flame into the smoke-blackened sky of another world. This map could be the key to great fame and glory if you can avoid the rivers of molten lava long enough to complete it. This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers: Heroes*. It includes 75 double-sided new map sheets featuring a volcano space and 3 volcano cards, which are shuffled into the Explore deck. When volcano cards are revealed, players draw destroyed spaces on their map sheets recording the damage the volcano is inflicting on the land. Scheduled to ship in July 2021.

TWK 4062 \$9.95

CARTOGRAPHERS: HEROES -
MAP PACK 1 UNDERCITY

Beneath Nalos capital city Sabek lies Undercity, a twisting labyrinth of corridors, caverns, and passageways, populated by local criminals and renegades living on the fringes of society. No formal study of its layout has ever been done. The queen has charged you with exploring Undercity's depths: locating underground rivers, settlements, and the strange mushroom forests that bloom in phosphorescent caverns. The last cartographer never returned... but I'm sure you'll have better luck. Scheduled to ship in July 2021.

TWK 4064 \$9.95

ROLL PLAYER ADVENTURES:
NEFRAS'S JUDGEMENT

Nefras, the snake-faced goddess of judgment, rules over the realms of Dream and Memory. She observes all souls in the planarverse to discover their true nature and reward them accordingly. But Nefras is not the goddess of Justice. She does not bring order to the lawless or punishment to the wicked. Instead, the scale-faced one merely assesses the hearts of all heroes and empowers them with appropriate gifts. When Nefras' observation is complete, she bestows each hero with her final judgment. This expansion for *Roll Player Adventures* adds over 40 unique storylines woven through the game's campaign. Scheduled to ship in July 2021.

TWK 4501 \$44.95

ROLL PLAYER ADVENTURES

Roll Player Adventures is a cooperative storybook board game for 1-4 players set in the world of *Roll Player*. Players inhabit characters, face challenges, and make decisions that will change the story as they progress through 11 core Adventures and a replayable Side Quest. *Adventures* does not require the *Roll Player* base game or any of its expansions to play. Pick from one of six pre-generated characters, or import a favorite *Roll Player* character and take them on a heroic journey. Scheduled to ship in July 2021.

TWK 4500 \$119.95

ULTRA PRO INTERNATIONAL

12-POCKET ZIPPERED PRO-BINDER

Scheduled to ship in April 2021.



BLUE

UPI 15740 PI



LIGHT BLUE

UPI 15744 PI



GREEN

UPI 15741 PI



PURPLE

UPI 15742 PI



RED
UPI 15743..... PI



TEAL
UPI 15746..... PI



YELLOW
UPI 15745..... PI

**DUNGEONS
& DRAGONS RPG**
Scheduled to ship in April 2021.



HEAVY METAL - D6 4X DICE SET
UPI 18613..... PI



**PAD OF PERCEPTION WITH
BEHOLDER ART**
UPI 18615..... PI



**PAD OF PERCEPTION
WITH FIRE GIANT ART**
UPI 18616..... PI

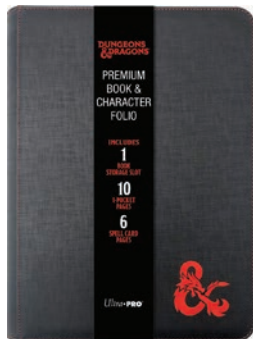


**PAD OF PERCEPTION
WITH LICH ART**
UPI 18614..... PI

**DUNGEONS
& DRAGONS RPG**
Scheduled to ship in May 2021.



FOLDING TRAY OF ROLLING
UPI 18618..... PI



**PREMIUM ZIPPERED BOOK
AND CHARACTER FOLIO**
UPI 18585..... PI



TRAY OF ROLLING
UPI 18617..... PI

BONFIRE

12+

70-100

1-4

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MAGIC

THE GATHERING

MAGIC THE GATHERING CCG: ADVENTURES IN THE FORGOTTEN REALMS

Scheduled to ship in July 2021.

100CT SLEEVES V1		PLAYMAT V1	
UPI 18759.....	PI	UPI 18745.....	PI
100CT SLEEVES V2		PLAYMAT V2	
UPI 18760.....	PI	UPI 18746.....	PI
100CT SLEEVES V3		PLAYMAT V3	
UPI 18761.....	PI	UPI 18747.....	PI
100CT SLEEVES V4		PLAYMAT V4	
UPI 18762.....	PI	UPI 18748.....	PI
100CT SLEEVES V5		PLAYMAT V5	
UPI 18763.....	PI	UPI 18749.....	PI
100+ DECK BOX V1		PLAYMAT V6	
UPI 18754.....	PI	UPI 18750.....	PI
100+ DECK BOX V2		PLAYMAT V7	
UPI 18755.....	PI	UPI 18751.....	PI
100+ DECK BOX V3		PRO-BINDER 9-POCKET	
UPI 18756.....	PI	UPI 18764.....	PI
100+ DECK BOX V4		PRO-BINDER 12-POCKET	
UPI 18757.....	PI	UPI 18765.....	PI
100+ DECK BOX V5		WHITE STITCHED PLAYMAT	
UPI 18758.....	PI	UPI 18752.....	PI
ALCOVE FLIP BOX		WALL SCROLL V1	
UPI 18753.....	PI	UPI 18766.....	PI
6' TABLE PLAYMAT		WALL SCROLL V2	
UPI 18743.....	PI	UPI 18767.....	PI
8' TABLE PLAYMAT			
UPI 18744.....	PI		

STRIXHAVEN

SCHOOL OF MAGES

MAGIC THE GATHERING CCG: STRIXHAVEN - SCHOOL OF MAGES

Scheduled to ship in April 2021.

(LOREHOLD) COMMANDER PRO 100+ DECK BOX AND 100CT SLEEVES V4	
UPI 18650.....	PI
(LOREHOLD) COMMANDER PLAYMAT V4	
UPI 18645.....	PI
(PRISMARI) COMMANDER PRO 100+ DECK BOX AND 100CT SLEEVES V2	
UPI 18648.....	PI
(PRISMARI) COMMANDER PLAYMAT V2	
UPI 18643.....	PI
(QUADRIX) COMMANDER PRO 100+ DECK BOX AND 100CT SLEEVES V5	
UPI 18651.....	PI
(QUADRIX) COMMANDER PLAYMAT V5	
UPI 18646.....	PI
(SILVERQUILL) COMMANDER PRO 100+ DECK BOX AND 100CT SLEEVES V1	
UPI 18647.....	PI
(SILVERQUILL) COMMANDER PLAYMAT V1	
UPI 18642.....	PI
(WITHERBLOOM) COMMANDER PRO 100+ DECK BOX AND 100CT SLEEVES V3	
UPI 18649.....	PI
(WITHERBLOOM) COMMANDER PLAYMAT V3	
UPI 18644.....	PI

POKÉMON TCG

Scheduled to ship in June 2021.



CHARMANDER 2' ALBUM

UPI 15713..... PI



CHARMANDER 4-POCKET PORTFOLIO

UPI 15711..... PI



CHARMANDER 65CT DECK

UPI 15707..... PI



CHARMANDER 9-POCKET PORTFOLIO

UPI 15712..... PI



CHARMANDER 9-POCKET PRO-BINDER

UPI 15708..... PI



CHARMANDER FULL VIEW DECK BOX

UPI 15709..... PI



CHARMANDER PLAYMAT

UPI 15710..... PI



SWORD AND SHIELD 6 PORTFOLIOS

4-POCKET

UPI 15650..... PI

9-POCKET

UPI 15651..... PI

USAOPOLY / THE OP

25 WORDS OR LESS

Scheduled to ship in May 2021.

USO PA142738..... PI

CARD SLEEVES: AVATAR - THE LAST AIRBENDER (100)

Scheduled to ship in July 2021.

USO SL096653..... PI

CARD SLEEVES: HARRY POTTER - HOGWARTS BATTLE DBG (SQUARE & LARGE CARDS) (135)

Scheduled to ship in July 2021.

USO SL010430..... PI

CARD SLEEVES: JURASSIC PARK (100)

Scheduled to ship in June 2021.

USO SL096383..... PI

CARD SLEEVES: SOUTH PARK (100)

Scheduled to ship in June 2021.

USO SL078307..... PI

CARD SLEEVES: SPONGEBOB SQUAREPANTS (100)

Scheduled to ship in June 2021.

USO SL096712..... PI

CARD SLEEVES: TEENAGE MUTANT NINJA TURTLES (100)

Scheduled to ship in June 2021.

USO SL096346..... PI

CLUE: BROOKLYN 99

Scheduled to ship in July 2021.

USO CL051654..... PI



CLUE: DRAGON BALL Z

The time is now to take on the roles of your favorite Dragon Ball Z heroes and stop secret enemies from capturing a prized Dragon Ball! Travel between well-known locations across the Dragon Ball Z universe with collectible tokens to solve the mystery of WHICH Villain might find the Dragon Ball, WHO has the best chance to stop them, and WHERE the battle will go down! Scheduled to ship in April 2021.

USO CL113449..... PI

CLUE: THE NIGHTMARE BEFORE CHRISTMAS

Scheduled to ship in June 2021.
USO CL004261 PI

CUPHEAD ROLL AND RUN

Scheduled to ship in July 2021.
USO HB117588 PI

DEADPOOL VS THE WORLD

Scheduled to ship in May 2021.
USO PA011464 PI

DICE SET: D20 36MM CRITICAL ROLE (1)

Scheduled to ship in July 2021.
USO AC139516 PI

DICE SET: D20 36MM SOUTH PARK (1)

Scheduled to ship in July 2021.
USO AC078655 PI

DICE SET: D6 AVATAR - THE LAST AIRBENDER (6)

Scheduled to ship in June 2021.
USO AC096653 PI

DICE SET: D6 DISNEY RAINBOW (6)

Scheduled to ship in May 2021.
USO AC004657 PI

DICE SET: D6 HOCUS POCUS (6)

Scheduled to ship in May 2021.
USO AC004652 PI

DICE SET: D6 JURASSIC PARK (6)

Scheduled to ship in May 2021.
USO AC051383 PI

DICE SET: D6 JURASSIC PREMIUM (6)

Scheduled to ship in July 2021.
USO AC051707 PI

DICE SET: D6 MARVEL AVENGERS (6)

Scheduled to ship in July 2021.
USO AC011699 PI

DICE SET: D6 MARVEL VILLAINS (6)

Scheduled to ship in July 2021.
USO AC011700 PI

DICE SET: D6 MICKEY AND FRIENDS (6)

Scheduled to ship in April 2021.
USO AC004014 PI

DICE SET: D6 SOUTH PARK (6)

Scheduled to ship in July 2021.
USO AC078307 PI

DICE SET: D6 SPACE EXPLORATION (6)

Scheduled to ship in July 2021.
USO AC026638 PI

DICE SET: D6 SPONGEBOB SQUAREPANTS (6)

Scheduled to ship in April 2021.
USO AC096712 PI

DICE SET: D6 STITCH PREMIUM (6)

Scheduled to ship in July 2021.
USO AC004679 PI

DICE SET: D6 TEENAGE MUTANT NINJA TURTLES (6)

Scheduled to ship in May 2021.
USO AC096346 PI

DISNEY KINGDOM HEARTS: PERILOUS PURSUIT

Scheduled to ship in July 2021.
USO DI004635 PI



JENGA: HARRY POTTER

Climb toppling heights, scaling the Grand Staircase in this magical version of the classic stacking game! *Jenga: Harry Potter* lets players represent their favorite Hogwarts house as the first student to reach the classroom door! Brave unpredictable challenges of removing and replacing blocks based on every roll of a custom die. Scheduled to ship in April 2021.

USO JA010400 PI



JENGA: SCOOPY-DOO

Satisfy your craving for a fun and playful challenge with a version of Jenga inspired by your favorite mystery solvers! *Jenga: Scooby-Doo Edition* takes these best friends appetites to new heights as players carefully remove and replace ingredients of the tallest BLT ever! Pull tomatoes, lettuce, and bacon according to the roll of the die and set up the next turn for a taste of victory or toppling defeat! Scheduled to ship in April 2021.

USO JA010001 PI

LEFT CENTER RIGHT: BATMAN

Scheduled to ship in May 2021.
USO LR010103 PI

LEFT CENTER RIGHT: ELF

Scheduled to ship in May 2021.
USO LR010595 PI

LEFT CENTER RIGHT: FRIENDS

Scheduled to ship in May 2021.
USO LR010647 PI

LEFT CENTER RIGHT: RICK AND MORTY

Scheduled to ship in May 2021.
USO LR085434 PI

LEFT CENTER RIGHT: SEINFELD

Scheduled to ship in May 2021.
USO LR010262 PI



MICKEY AND FRIENDS FOOD FIGHT

Scheduled to ship in July 2021.
USO PA004658..... PI

MONOPOLY: DUNGEONS & DRAGONS

Scheduled to ship in April 2021.
USO MN056370..... PI

MONOPOLY: IT'S ALWAYS SUNNY IN PHILADELPHIA

Scheduled to ship in July 2021.
USO MN006688..... PI

MONOPOLY: NARUTO SHIPPUDEN

Scheduled to ship in March 2021.
USO MN086711..... PI

MONOPOLY: SOUTH PARK

Scheduled to ship in June 2021.
USO MN078307..... PI



MONOPOLY: SPONGEBOB SQUAREPANTS MEME EDITION

You'll need IMAGINAAATION to find a more relatable game than *Monopoly SpongeBob SquarePants Meme Edition*! Buy, sell, and trade the most hilarious internet-famous images of characters from Nickelodeon's animated series with the ultimate collection to capture all of the feels. Capitalize on properties to channel Savage Patrick, or make like Mocking SpongeBob as you pay rent. Set down a lawn chair for the wholesome mishaps behind Comments and Shares cards. Just stack up as many Likes as you can to bankrupt your Bubble Buddies and win! Scheduled to ship in April 2021.
USO MN096712..... PI

MONOPOLY: THE SOPRANOS

Scheduled to ship in June 2021.
USO MN104663..... PI

MUNCHKIN: HARRY POTTER

Scheduled to ship in March 2021.
USO MU010430..... PI

MUNCHKIN: SPONGEBOB SQUAREPANTS

Scheduled to ship in June 2021.
USO MU096712..... PI

PICTWIST: BOB ROSS

Scheduled to ship in July 2021.
USO PT140580..... PI

PICTWIST: NATIONAL PARKS

Scheduled to ship in July 2021.
USO PT025000..... PI

PUZZLE: BATMAN - I AM THE NIGHT 1000PCS

Scheduled to ship in May 2021.
USO PZ010660..... PI

PUZZLE: BATMAN - TANGO WITH EVIL 1000PCS

Scheduled to ship in June 2021.
USO PZ010103..... PI



PUZZLE: ANIMAL CROSSING - NEW HORIZONS - SUMMER FUN 1000PCS

It's Bug-Off season in *Animal Crossing* so get your Star Net ready to catch some Summer Fun with Bud, O'Hare, Francine, and more! Sip a smoothie with Jay and make sure Flick gets his Queen Alexandras Birdwing as you bring everyone together for a BBQ in this warm and sunny 1,000-piece jigsaw puzzle based on the relaxing simulation game. Scheduled to ship in April 2021.
USO PZ005674..... PI



PUZZLE: ANIMAL CROSSING - NEW HORIZONS - WELCOME TO ANIMAL CROSSING 1000PCS

No Flimsy Axe needed to craft this Welcome to *Animal Crossing* 1,000-piece jigsaw puzzle, featuring familiar faces from Nintendo's hit simulation game! Find the likes of Filbert, Rod, and Fuscina among the characters enjoying their daily routines while Apollo hunts for bugs and Isabelle introduces a new villager to the island. Scheduled to ship in April 2021.
USO PZ005732..... PI



PUZZLE: BOB'S BURGERS - GREETINGS FROM WONDER WHARF 1000PCS

Join the Belcher family for amusement park antics with the *Bob's Burgers Greetings from Wonder Wharf* 1,000-piece jigsaw puzzle! Collide into bumper cars with Bob, faceoff with Louise at the water race, and find Linda getting her curve on in the funhouse mirror as you put together this 19x27 postcard-style collage. Scheduled to ship in April 2021.
USO PZ006695..... PI

PUZZLE: BOB'S BURGERS - PRIDE 1000PCS

Scheduled to ship in May 2021.
USO PZ006696..... PI

PUZZLE: BROOKLYN 99 - NO MORE MR. NOICE GUYS 1000PCS

Scheduled to ship in June 2021.
USO PZ051654..... PI

PUZZLE: CARE BEARS - CARE-A-LOT 1000PCS

Scheduled to ship in April 2021.
USO PZ141644..... PI

PUZZLE: COLOR SPECTRUM 1000PCS

Scheduled to ship in May 2021.
USO PZ000733..... PI

PUZZLE: CRITICAL ROLE #1 1000PCS

Scheduled to ship in May 2021.
USO PZ139672..... PI

PUZZLE: GARBAGE PAIL KIDS - HOME GROSS HOME 1000PCS

Scheduled to ship in June 2021.
USO PZ137691..... PI

PUZZLE: GARBAGE PAIL KIDS - THRILLS AND CHILLS 1000PCS

Scheduled to ship in May 2021.
USO PZ139692..... PI

PUZZLE: HARRY POTTER - GREAT HALL 1000PCS

Scheduled to ship in June 2021.
USO PZ010747..... PI



PUZZLE: IRON MAIDEN - FACES OF EDDIE 1000PCS

English heavy metal band Iron Maiden's famous mascot fiercely abounds in The Faces of Eddie, a 1,000-piece jigsaw puzzle for fans and collectors to find his fiendish grin among a collection of his various appearances. Scheduled to ship in April 2021.
USO PZ144659..... PI

PUZZLE: IRON MAIDEN - THE TROOPER 1000PCS

Scheduled to ship in July 2021.
USO PZ144656..... PI

PUZZLE: PIKMIN 3 DELUXE 1000PCS

Scheduled to ship in July 2021.
USO PZ005675..... PI

PUZZLE: ROBOT CHICKEN 1000PCS

Scheduled to ship in July 2021.
USO PZ010671..... PI

PUZZLE: SOUTH PARK #1 1000PCS

Scheduled to ship in April 2021.
USO PZ078307..... PI

PUZZLE: SOUTH PARK #2 1000PCS

Scheduled to ship in June 2021.
USO PZ078655..... PI

PUZZLE: SPACE EXPLORATION - NASA 1000PCS

Scheduled to ship in June 2021.
USO PZ026638..... PI

PUZZLE: SPAM BRAND - DON'T KNOCK IT 'TIL YOU'VE FRIED IT 1000PCS

Scheduled to ship in July 2021.
USO PZ143000..... PI

PUZZLE: SUPER MARIO - HAPPY HOLIDAYS 1000PCS

Scheduled to ship in May 2021.
USO PZ005676..... PI

PUZZLE: SUPER MARIO - MARIO KART 1000PCS

Steer clear of mismatched pieces to gain momentum in this 1,000-piece *Super Mario Kart* jigsaw puzzle capturing your favorite Mushroom Kingdom racers in a mad dash to the finish line. Scheduled to ship in March 2021.
USO PZ005678..... PI

PUZZLE: THE LEGEND OF ZELDA - BREATH OF THE WILD 1000PCS

Scheduled to ship in March 2021.
USO PZ005689..... PI



PUZZLE: THE LEGEND OF ZELDA - HYRULE MAP 1000PCS

Assemble the compass rose to start navigating this 1,000-piece *Hyrule Map* jigsaw puzzle, featuring an antique-style layout and landmark details. Live *The Legend of Zelda* by having a part of *Breath of the Wild* on your wall. Scheduled to ship in April 2021.
USO PZ005690..... PI

PUZZLE: THE SIMPSONS - TREEHOUSE OF HORROR COFFIN 1000PCS

Scheduled to ship in July 2021.
USO PZ006697..... PI

RUBIK'S CUBE: AVATAR - THE LAST AIRBENDER

Scheduled to ship in June 2021.
USO RU096653..... PI

RUBIK'S CUBE: CRITICAL ROLE

Scheduled to ship in July 2021.
USO RU139516..... PI

RUBIK'S CUBE: DISNEY PRINCESS

Scheduled to ship in June 2021.
USO RU004002..... PI

RUBIK'S CUBE: DISNEY VILLAINS

Scheduled to ship in June 2021.
USO RU004421..... PI

RUBIK'S CUBE: GARBAGE PAIL KIDS

Scheduled to ship in June 2021.
USO RU137729..... PI

RUBIKS CUBE: HOCUS POCUS

Scheduled to ship in July 2021.

USO RU004652 PI

RUBIKS CUBE: IRON MAIDEN

Scheduled to ship in July 2021.

USO RU144656 PI

RUBIKS CUBE: JURASSIC PARK

Scheduled to ship in June 2021.

USO RU051383 PI

RUBIKS CUBE: SOUTH PARK

Scheduled to ship in June 2021.

USO RU078307 PI

RUBIKS CUBE: TEENAGE MUTANT NINJA TURTLES

Scheduled to ship in May 2021.

USO RU096346 PI

SPOT IT!: JURASSIC WORLD

Scheduled to ship in June 2021.

USO SI051383 PI

SPOT IT!: TEENAGE MUTANT NINJA TURTLES

Scheduled to ship in June 2021.

USO SI096346 PI

TALISMAN: HARRY POTTER

Scheduled to ship in July 2021.

USO TS010400 PI

TAPPLE

Scheduled to ship in April 2021.

USO TL097000 PI

TEENAGE MUTANT NINJA TURTLES: TURTLE POWER

Scheduled to ship in June 2021.

USO PA004346 PI

THE THING: INFECTION AT OUTPOST 31

Scheduled to ship in July 2021.

USO ST051524 PI

YAHTZEE: NATIONAL PARKS EDITION

Scheduled to ship in March 2021.

USO YZ025000 PI

YAHTZEE: SPAM

Scheduled to ship in July 2021.

USO YZ143000 PI

VALLEJO**FANTASY COLOR SERIES**

Scheduled to ship in June 2021.

**ELVES & GNOMES (8)**

This technique set contains the must have colors for painting elves and mythical creatures from Middle Earth. The set includes a step-by-step guide by Angel Giraldez and Jose Gonzalez for painting elves and mythical creatures.

VAL 70242 \$26.25

**FIRE FURY (8)**

This technique set contains the must have colors for painting the magic and energy of fire in its true magnificence. The set includes a step-by-step guide by Angel Giraldez and Jose Gonzalez for painting fire effects with two fantastic examples of the process of painting a Golem and a torch. Scheduled to ship in June 2021.

VAL 70243 \$26.25

**FIGURE COLOR SERIES: NCO US INFANTRY EUROPE 1944-45 (8)**

The first set of the collection, includes a 1/35 figure which depicts a corporal of the 29th Infantry Division, equipped with the most common gear for the late European campaigns of WWII. The miniature has been sculpted by Teasung Hamm exclusively for Vallejo. The 29th Infantry Division took an active part in the D-day landings on Omaha Beach in June 1944, as well as in the assault on Brest in September 1944 and the invasion of Germany in 1945. Scheduled to ship in June 2021.

VAL 70244 \$48.50

WARLORD GAMES**BLACK POWDER EPIC BATTLES**

Scheduled to ship in March 2021.

**AMERICAN CIVIL WAR - RAPID DEPLOYMENT PAINT SET**

WLG 302614001 PI

DICE Flick



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www.pegasus-web.com



Pegasus Spiele

GAMES

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BOLT ACTION
Scheduled to ship in April 2021.



M5 STUART LIGHT TANK
WLG 402011303.....PI



M5 STUART PLATOON
WLG 402011302.....PI



SOVIET ANTI-TANK TEAMS
WLG 402214007.....PI



SOVIET NKVD SQUAD
WLG 402214006.....PI

SOVIET AIRBORNE SQUAD
WLG 402214009.....PI

WIZARDS OF THE COAST



FEATURED ITEM



**DUNGEONS & DRAGONS RPG:
VAN RICHTEN'S GUIDE TO RAVENLOFT**

Discover the mysteries of Ravenloft, mist-shrouded lands where infamous Darklords lurk among ageless vampires, zombie hordes, cosmic terrors, and worse. Then make your choice. Will you create your own Domains of Dread, settings to host endless terrifying adventures? Or will you join the ranks of haunted heroes who embrace macabre lineages, dual-edged Dark Gifts, haunted subclasses, and other forbidden powers? *Van Richten's Guide to Ravenloft* contains everything you need to craft a horror-themed campaign for *Dungeons & Dragons*. Unleash a treasure trove of new story hooks, character options, and campaign customization to bring one of the most exciting *Dungeons & Dragons* settings to life! Scheduled to ship in May 2021.

HARDCOVER	
WOC C92800000.....	\$49.95
ALTERNATE COVER	
WOC C92810000.....	\$49.95



MAGIC THE GATHERING CCG: CHALLENGER DECK 2021 DISPLAY (8)
Challenger Decks are the perfect entry point for anyone looking to jump into competitive Magic. If your players are looking to dive right into the Standard fray, *Challenger Decks* are a great choice. Each *Challenger Deck* includes a complete 60-card main deck plus a 15-card sideboard, ready to play right out of the box. With fan-favorite cards from *Kaldheim*, *Zendikar Rising*, *Ikoria: Lair of Behemoths*, *Core Set 2021*, *Theros Beyond Death*, and *Throne of Eldraine*, these *Challenger Decks* are forged from some of the most powerful strategies in Standard. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C91180000.....PI



FEATURED ITEM

STRIXHAVEN
SCHOOL OF MAGES™

**MAGIC THE GATHERING CCG:
STRIXHAVEN - SCHOOL OF MAGES**
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER SET DISPLAY (30)
WOC C84460000.....PI
COMMANDER DECK DISPLAY (5)
WOC C84380000.....PI
JAPANESE BOOSTER SET DISPLAY (30)
WOC C84461400.....PI



FEATURED ITEM



**MAGIC THE GATHERING CCG:
STRIXHAVEN - SCHOOL OF MAGES BUNDLE**
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C84370000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: STRIXHAVEN - SCHOOL OF MAGES COLLECTOR BOOSTER DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C84390000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: STRIXHAVEN - SCHOOL OF MAGES DRAFT BOOSTER DISPLAY (36)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C84350000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: STRIXHAVEN - SCHOOL OF MAGES THEME BOOSTER DISPLAY (10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C84420000.....PI

WISE WIZARD GAMES



HERO REALMS: CARD SLEEVES (60)

60 count pack of plastic sleeves with a gloss finish. PVC and Acid Free. Standard Size. Scheduled to ship in May 2021.
WWG HER901.....\$4.99

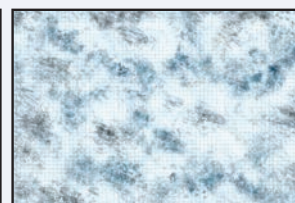
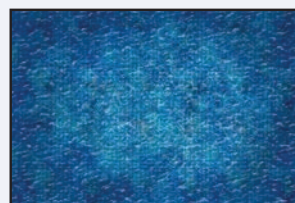


STAR REALMS DECK BUILDING GAME: CARD SLEEVES (60)

60 count pack of plastic sleeves with a gloss finish. PVC and Acid Free. Standard Size. Scheduled to ship in May 2021.
WWG STR985.....\$4.99

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS BATTLE MATS

WizKids is pleased to announce an all new line of *Dungeons & Dragons Premium Battle Mats*! Key Features: Large 3' x 5'; with 1' grid lines. The mat is made from high-quality materials. Provides vivid scenery for all your encounters. Scheduled to ship in June 2021.

FOREST WZK 96049.....\$59.99
GRASSLANDS WZK 96050.....\$59.99
OCEAN WZK 96052.....\$59.99
TUNDRA WZK 96051.....\$59.99

DUNGEONS & DRAGONS FANTASY MINIATURES

Scheduled to ship in June 2021.

SPOTLIGHT ON



ICONS OF THE REALMS

ICONS OF THE REALMS SET 19 SNOWBOUND BOOSTER BRICK (8)

Collect all 46 figures from *Snowbound*, the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures, *Icons of the Realms*. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WZK 96075.....\$159.92

ICONS OF THE REALMS SET 19 SNOWBOUND FROST GIANT AND MAMMOTH PREMIUM SET

The 19th set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures Premium Set. This dynamic premium set features a Frost Giant and Mammoth that can be played separately or together with the Frost Giant becoming a mounted rider on the Mammoth!

WZK 96077.....\$79.99

GAMES

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SPOTLIGHT ON



ICONS OF THE REALMS SUMMONING CREATURES SET 1
WZK 96073 \$39.99

SPOTLIGHT ON



ICONS OF THE REALMS SUMMONING CREATURES SET 2
WZK 96085 \$39.99

**DUNGEONS & DRAGONS
NOLZUR'S MARVELOUS
UNPAINTED MINIATURES: W15**
Scheduled to ship in July 2021.



ADULT WHITE DRAGON
WZK 90325 \$39.99



AIR GENASI FEMALE
WZK 90305 \$4.99



BUGBEAR BARBARIAN MALE & BUGBEAR ROGUE FEMALE
WZK 90311 \$4.99



HALF-ORC PALADIN MALE
WZK 90307 \$4.99



ALLIP & DEATHLOCK
WZK 90316 \$4.99



CRAWLING CLAWS
WZK 90318 \$4.99



HOBGOBLIN FIGHTER MALE & HOBGOBLIN WIZARD FEMALE
WZK 90310 \$4.99



ANNIS HAG
WZK 90321 \$8.99



DEATH TYRANT
WZK 90312 \$8.99



HUMAN BARD MALE
WZK 90306 \$4.99



AUTUMN ELADRIN & SUMMER ELADRIN
WZK 90319 \$4.99



DRAGONBORN FIGHTER FEMALE
WZK 90302 \$4.99



LIZARDFOLK BARBARIAN & LIZARDFOLK CLERIC
WZK 90308 \$4.99



BONECLAW
WZK 90317 \$8.99



DRAGONBORN FIGHTER MALE
WZK 90303 \$4.99



MALE GOBLIN ROGUE & FEMALE GOBLIN BARD
WZK 90309 \$4.99



GNOLL WITHERLINGS
WZK 90315 \$4.99



NIGHTWALKER
WZK 90323.....\$14.99



WARFORGED TITAN
WZK 90324.....\$14.99



PLANETAR
WZK 90313.....\$4.99



WINTER ELADRIN & SPRING ELADRIN
WZK 90320.....\$4.99



STONE DEFENDER & OAKEN BOLTER
WZK 90314.....\$4.99



YOUNG BLUE DRAGON
WZK 90322.....\$14.99



TIEFLING SORCERER FEMALE
WZK 90304.....\$4.99



GREECE LIGHTNING

On your mark! Get set! ROW! You are the Captain of a sleek, speedy trireme, racing in the famous Hydra Regatta. Steer around whirlpools, shifting currents, and fickle gods. Avoid the hungry Hydra and win a place among the stars! In *Greece Lightning*, players race around a circular track, trying to be the first to complete two laps. You'll roll two dice to move your boat but you can risk going faster by rolling a third die. Careful! If you roll lower than your second die, you'll lose them, and only keep your first die! After two laps around the whirlpool, whoever sailed the furthest wins! Scheduled to ship in June 2021.
WZK 87527.....\$34.99



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FANTASTIC FOUR EMPYRE BOOSTER BRICK

The Avengers and Fantastic Four take on the newly unified Kree and Skrull army under Hukling! Based on the earth-shattering *Empyre* event, this *HeroClix* release reunites the Avengers, Fantastic Four, X-Men, and more all in one set! This 5-figure booster release features fan-favorite characters like Captain America, Mr. Fantastic, Spider-Man, and Deadpool, and their enemies like Super Skrull, Magneto, Ultron, and more! *Empyre* has more characters with RALLY that was first introduced in *X-Men Rise and Fall* earlier this year as well as brand-new mechanics like Recruiter and Follow-Up! Chases from all different kinds of stories are included in this set including new versions of beloved characters like Thor, Herald of Thunder and Norrin Radd, Sorcerer Supreme! Scheduled to ship in September 2021.

WZK 84796.....\$149.90



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FANTASTIC FOUR EMPYRE DICE & TOKEN PACK

The Avengers and Fantastic Four take on the newly unified Kree and Skrull army under Hukling! Based on the earth-shattering *Empyre* event, this *HeroClix* release reunites the Avengers, Fantastic Four, X-Men, and more all in one set! Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the release! Tokens will also have a bystanders on the back to use with characters that generate them in the set! Dice and Token Packs are a great way to enhance your *HeroClix* experience! Scheduled to ship in September 2021.

WZK 84800.....\$9.99



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FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FANTASTIC FOUR EMPYRE MINIATURES GAME

Based on the earth-shattering *Empyre* event, this *HeroClix* miniatures game contains the Avengers, Fantastic Four, X-Men, and more! Play up to 8 campaign scenarios for 2 players where results matter from session to session or sit down for a head to head single match of raw power! Each of the 10 beautiful ready to play figures comes with two different ways to play for hundreds of different combinations. Excellent

point of entry for the first time miniatures player! Map components are thick double sided tiles and the box includes everything you need to play! This miniatures game contains everything 2 people need to play *HeroClix*! Scheduled to ship in September 2021.

WZK 84798 \$39.99



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FANTASTIC FOUR EMPYRE PLAY AT HOME KIT

Brand new *Play at Home* kits are designed to give everyone a chance to receive a promotional figure to celebrate the *Avengers Fantastic Four Empyre* set release. This version of Wolverine represents the Avengers, Fantastic Four, and X-Men all in one figure! He is able to fit on many themed team and does everything you would expect from the best at what he does! This kit also comes with a double-sided map that has each square individually labeled to make it easier to play *HeroClix* remotely. If both players have

the same map from the *Play at Home* kit, they can have their own set up and follow along while playing. Scheduled to ship in September 2021.

WZK 84799 \$9.99



FEATURED ITEM



MARVEL HEROCLIX: X-MEN RISE AND FALL BOOSTER BRICK (10)

The X-Men are no stranger to struggle, but some foes will rock the entire galaxy! Based on the critically acclaimed story *Rise & Fall of the Shi'ar Empire*, this *HeroClix* release has everything! Vulcan is out for revenge against the X-Men, the Shi'ar, and their allies! This 5-figure booster release features beloved

X-Men like Wolverine, Mystique, and Professor X, and their enemies like Eric the Red, Silver Samurai, Sabretooth, and more! *X-Men Rise and Fall* will bring back Krakoa Revival on members of the Quiet Council, as well as showcase some new mechanics like Rally and Salvage! Scheduled to ship in June 2021.

WZK 84788 \$149.90



FEATURED ITEM



MARVEL HEROCLIX: X-MEN RISE AND FALL DICE AND TOKEN PACK

The X-Men are no stranger to struggle, but some foes will rock the entire GALAXY! Based on the critically acclaimed story *Rise & Fall of the Shi'ar Empire*, this *HeroClix* release has everything! Vulcan is out for revenge against the X-Men, the Shi'ar, and their allies! *Dice and Token Packs* contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the release! Tokens will also have a bystanders on the back to use with characters that generate them in the set! *Dice and Token Packs* are a great way to enhance your *HeroClix* experience! Scheduled to ship in June 2021.

WZK 84792 \$9.99



FEATURED ITEM



MARVEL HEROCLIX: X-MEN RISE AND FALL FAST FORCES

The X-Men are no stranger to struggle, but some foes will rock the entire galaxy! Based on the critically acclaimed story *Rise & Fall of the Shi'ar Empire*, this *HeroClix* release has everything! Vulcan is out for revenge against the X-Men, the Shi'ar, and their allies! These six *HeroClix* characters play great together and are awesome for someone getting started or looking to play a thematic team. Scheduled to ship in June 2021.

WZK 84790 \$19.99

X-MEN

RISE AND FALL

MARVEL HEROCLIX: X-MEN RISE AND FALL PLAY AT HOME KIT

Brand new *Play at Home Kits* are designed to give everyone a chance to receive a promotional figure to celebrate the *X-Men Rise and Fall* set release. This version of of Deadpool is celebrating his 30th Birthday! He's got a passion for katanas and piatas! This is a figure that can't be missed! The sculpt features excellent detail, a superior paint job, and a slice of cake! This kit also comes with a double-sided map that has each square individually labeled to make it easier to play *HeroClix* remotely. If both players have the same map from the *Play at Home Kit*, they can have their own set up and follow along while playing. Scheduled to ship in June 2021.

WZK 84791 \$9.99

MAGIC

THE GATHERING

MAGIC THE GATHERING UNPAINTED MINIATURES: W15

Scheduled to ship in July 2021.

PACK #1	
WZK 90342	\$4.99
PACK #2	
WZK 90343	\$4.99
PACK #3	
WZK 90344	\$4.99
PACK #4	
WZK 90345	\$4.99
PACK #5	
WZK 90346	\$4.99
PACK #6	
WZK 90347	\$4.99
PACK #7	
WZK 90348	\$8.99
PACK #8	
WZK 90350	\$29.99
PACK #9	
WZK 90351	\$29.99



NARUTO X HELLO KITTY 1.5" ENAMEL PIN SET DISPLAY (20)

Kidrobot brings art to life with *Naruto Shippuden x Hello Kitty and Friends* in a new *Naruto* 20th Anniversary collection. The *Naruto* TV Series, based on the original *Naruto* comic book series by Masashi Kishimoto, has taken the world by storm, and we are celebrating with the year of *Naruto*. Scheduled to ship in March 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK KR16500 \$119.80



NARUTO X HELLO KITTY VINYL KEYCHAINS DISPLAY (24)

Kidrobot brings art to life with *Naruto Shippuden x Hello Kitty and Friends* in a new *Naruto* 20th Anniversary collection. The *Naruto* TV Series, based on the original *Naruto* comic book series by Masashi Kishimoto, has taken the world by storm, and we are celebrating with the year of *Naruto*. Scheduled to ship in March 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK KR16491 \$167.76

PATHFINDER BATTLES: PREMIUM PAINTED FIGURE - W2

Scheduled to ship in June 2021.



ELF PALADIN FEMALE

WZK 77508 \$7.99

HALF-ORC DRUID MALE

WZK 77511 \$7.99



GNOME SORCERER MALE

WZK 77510 \$7.99

HUMAN BARD FEMALE

WZK 77509 \$7.99



HALF-ELF RANGER FEMALE

WZK 77506 \$7.99

HUMAN CLERIC FEMALE

WZK 77507 \$7.99

SPOTLIGHT ON



NOT FINAL ART

PATHFINDER BATTLES: SET 20 BESTIARY UNLEASHED BOOSTER BRICK (8)

Containing some of the most iconic monsters in *Pathfinder*, *Bestiary Unleashed* brings your game to life as you collect and encounter 47 new foes. Scheduled to ship in July 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 97519\$159.92

SPOTLIGHT ON



NOT FINAL ART

PATHFINDER BATTLES: SET 20 BESTIARY UNLEASHED TREERAZER PREMIUM SET

Pathfinder Battles: Bestiary Unleashed: Treerazer is the latest premium release in the *Pathfinder Battles* series of pre-painted plastic miniatures from WizKids and Paizo Inc. With its Gargantuan size, Treerazer stands over 7 inches tall with a wingspan to match. Treerazer premium figure features detailed painting at an eye-catching size. Add Treerazer to your RPG game to give your players a Gargantuan challenge, or use the premium figure as an intimidating display for your home or retail location. Scheduled to ship in July 2021.

WZK 97520\$89.99

PATHFINDER DEEP CUTS UNPAINTED MINIATURES: W15

Scheduled to ship in July 2021.



BRAIN COLLECTOR

WZK 90331\$8.99



GIANT CENTIPEDE

WZK 90332\$8.99



GNOME BARD FEMALE

WZK 90327\$4.99



HUMAN MECHANIC

WZK 90333\$4.99



KASATHA OPERATIVE

WZK 90334\$4.99



HALFLING MONK MALE

WZK 90328\$4.99



SHIRREN TECHNOMANCER

WZK 90335\$4.99



HUMAN ALCHEMIST FEMALE

WZK 90329\$4.99



SKITTERMANDER ENVOY

WZK 90337\$4.99



HUMAN FIGHTER FEMALE

WZK 90326\$4.99



VESK SOLDIER

WZK 90336\$4.99

WARLOCK TILES
Scheduled to ship in August 2021.

SPOTLIGHT ON WarLock TILES

BASE SET - CAVERNS

WZK 16533\$129.99

CAVERNS ACCESSORY - MUSHROOMS & POOLS

WZK 16535\$49.99

CAVERNS EXPANSION - ROCK FORMATIONS

WZK 16534\$79.99

ENCOUNTER IN A BOX - PRISON BREAK

WZK 76501\$24.99

ENCOUNTER IN A BOX - WAGON AMBUSH

WZK 76500\$24.99

CAVERNS GAME MAT: EXPANSIVE CAVE

WZK 16545\$24.99

CAVERNS GAME MAT: MAGMA CHAMBER

WZK 16543\$24.99

WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W15

Scheduled to ship in July 2021.



BALLISTA

WZK 90341\$29.99



PLAGUE DOCTOR & CULTIST

WZK 90338\$4.99



BOUNTY HUNTER & OUTLAW

WZK 90339\$4.99



TREBUCHET

WZK 90340\$29.99



ZOMBIE PRINCESS

Once upon a time, she was looking for love... Now she's looking for lunch! As a knight, you are bound by chivalry to rescue the trapped princess. However, this princess is a zombie! And she is roaming free in an enchanted maze. Get to the other side to grab a key and race to the castle before becoming a zombie yourself! Navigate an ever-changing maze as you try to become the first to escape the bite of the *Zombie Princess*! You'll open up your own path by placing and rotating maze tiles, while trying to slow down your opponents as well! Each turn you'll also roll a die for the chance to control the *Zombie Princess* herself, sending her lumbering towards your opponents. If she reaches one, they'll become a *Zombie Knight*, and join the hunt for the other Knights! Scheduled to ship in August 2021.

WZK 87514\$39.99

WYRD MINIATURES



BAYOU BASH

At its heart, *Bayou Bash* is a light and chaotic racing game that takes about an hour to play. Players will bash their opponents (and their fans!) onto rocks, into pools of water, and off the track. *Bayou Bash* is a racing game for 2-4 players, filled with fighting, rolling barrels, and hazardous terrain. Each player will take control of a racer and must battle their way toward the finish line while gaining fans for their outrageous antics. The player with the most fans at the end of the race wins! WYR 11501\$55.00

MALIFAUX



EXPLORERS SOCIETY HERE LIES

WYR 23817\$45.00



EXPLORERS SOCIETY OFF THE DEEP END

WYR 23824\$25.00



EXPLORERS SOCIETY HUSH

WYR 23821\$45.00



ICONIC FATE DECK

WYR 23029\$13.00



OUTCASTS TURNING TIDES

WYR 23823\$50.00

ZENESCOPE ENTERTAINMENT

TAROT - A GAME OF SOULS

Tarot: A Game of Souls is a trick taking card game. Battle your opponents in a game of skill and luck to see who can claim the most souls for Keres, the goddess of Death. This card game is based on *Coup d'Etat*, first played in the dungeons of France over two centuries ago! Game Includes: 36 Playing Cards, 60 Tokens, Soul Hunter and Thief of Souls board, and a rule book. For 3-4 players. Scheduled to ship in April 2021.

DIA STL179325PI



GAMES

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GRAPHIC NOVELS

ABRAMS

SPOTLIGHT ON



DUNE GN BOOK 01 DUNE

Dune, Frank Herbert's epic science-fiction masterpiece set in the far future amidst a sprawling feudal interstellar society, tells the story of Paul Atreides as he and his family accept control of the desert planet Arrakis. A stunning blend of adventure and mysticism, environmentalism, and politics, *Dune* is a powerful, fantastical tale that takes an unprecedented look into our universe, and is transformed by the graphic novel format. Scheduled to ship in July 2021.

DIA STL164224\$24.99

BOOM ENTERTAINMENT

SPOTLIGHT ON



GO GO POWER RANGERS TP VOL 01

Ryan Parrott (*Star Trek: Manifest Destiny*, *Saban's Power Rangers: Aftershock*) and Russ Manning Award-winner Dan Mora (*Klaus*, *WWE*) present a look at the Mighty Morphin story from the perspective of the teenagers with attitude; Jason Kim, Trini, Zack, and Billy days after they first became Power Rangers. Fighting evil is hard, but surviving high school may be even harder. Welcome to real life in Angel Grove. Scheduled to ship in July 2021.

DIA STL077910\$16.99

SPOTLIGHT ON



MIGHTY MORPHIN TP VOL 01

the Unlimited Power Era begins here with a new team - but who is the new green ranger? The new Mighty Morphin team is on a collision course with an even deadlier Lord Zedd, who has a new mission and a new motivation - one that will change everything you thought you knew about our heroes! Collects *Mighty Morphin* #1-4. Scheduled to ship in July 2021.

DIA STL180213\$16.99

JIM HENSON DARK CRYSTAL CREATION MYTHS COMPLETE SC

Collected for the first time in one oversized edition, this series reveals the definitive origins of the Skeksis, Mystics, Gelfling, and the Dark Crystal itself while introducing all new characters in an epic spanning thousands of years. Written by Brian Koppelman (*Spinal Tap*), Joshua Dysart (*Unknown Soldier*), and Matthew Dow Smith (*Doctor Who*), and lushly illustrated by Alex Sheikman (*Robotika*) and Lizzy John (*Fraggle Rock*), Jim Henson's *The Dark Crystal: Creation Myths* is a breathtaking return to the fantasy world that has captivated audiences for over thirty years. Scheduled to ship in July 2021.

DIA STL141535\$29.99



SPOTLIGHT ON



MUNCHKIN TP VOL 01 (OF 6)

Created, written, and illustrated by incredible breakout talent and Russ Manning Promising Newcomer Award winner Jorge Corona (*We Are...Robin*, *Teen Titans Go!*), *Feathers* is a tale of danger, friendship, and adventure that really tugged on our heartstrings. We're so excited to bring Corona's first original series to readers in a beautiful collected hardcover edition. Born covered in black feathers, abandoned as a baby in the slums of the Maze, Poe has lived his entire 11-year-old life hidden away under the protection of his adoptive father, Gabriel. He spends his days secretly helping the Mice, bands of orphans who roam the slums, but there is a whisper of an altogether more sinister figure in the shadows, making street children disappear. When Bianca, an over-protected girl from the wealthy City beyond the Wall, escapes into the Maze in search of adventure, their worlds collide. Scheduled to ship in July 2021.

DIA STK690325\$14.99



POWER RANGERS TEENAGE MUTANT NINJA TURTLES TP

The Power Rangers arrive in New York City to find their missing teammate Tommy Oliver, AKA The Mighty Morphin Green Ranger, but soon discover he's joined forces with the villainous Shredder and the Foot Clan! But the Rangers must also deal with another unexpected (fr)enemy the Teenage Mutant Ninja Turtles! Can these heroes find a way to work together to defeat the bad guys and save the world from total destruction?! Written by Ryan Parrott and illustrated by Simone di Meo, the Mighty Morphin Power Rangers fight and maybe team up with the Teenage Mutant Ninja Turtles for the first time ever. Scheduled to ship in July 2021.

DIA STL158153\$19.99

SPOTLIGHT ON



STEVEN UNIVERSE ONGOING TP VOL 01 WARP TOUR

Writer Melanie Gillman (*As the Crow Flies*) and artist Katy Farina (*The Amazing World of Gumball*) team up for the start of a new series of adventures! This first collected edition includes stories where the Gems help a lost baby bird, enter a food truck competition, go to a prom, and take part in a Renaissance Faire! Scheduled to ship in July 2021.

DIA STL053176\$14.99

DARK HORSE COMICS



CRITICAL ROLE VOLUME 01 VOX MACHINA ORIGINS TP

The band of adventurers known as Vox Machina will save the world. Eventually. But even they have to start somewhere. Six would-be heroes on seemingly different jobs find their paths intertwined as they investigate shady business in the swamp town of Stilben. They'll need to put their heads-and-weapons-together to figure out what's going on... and keep from being killed in the process. Scheduled to ship in July 2021.

DIA STL126323\$19.99

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STRANGER THINGS & DUNGEONS & DRAGONS TP

Follow the crew from Hawkins, Indiana, as they discover the legendary monsters and epic adventures of the *Dungeons & Dragons* tabletop role-playing game together. Long before the dreaded Demogorgon took one of them to the Upside Down, watch Mike, Lucas and Will bond with Dustin for the first time over the game that would define their childhood. See the party come together as a team through communal story and perilous quests to learn important lessons about friendship and find the courage to stand up to the bullies that challenge their everyday. Dive into this love letter to a game that has defined role-playing through the lens of your current favorite icons of eighties nostalgia. Collects the four-issue miniseries! Scheduled to ship in July 2021.

DIA STL182601 \$19.99

STRANGER THINGS VOLUME 01 OTHER SIDE TP

When Will Byers finds himself in the Upside Down, an impossible dark parody of his own world, he's understandably frightened. But that's nothing compared with the fear that takes hold when he realizes what's in that world with him! No one escapes a Demogorgon unscathed... Based on Will's unseen journey during season 1 of hit Netflix show *Stranger Things*. Scheduled to ship in July 2021.

DIA STL112581 \$17.99



UMBRELLA ACADEMY VOLUME 01 APOCALYPSE SUITE TP

In an inexplicable worldwide event, forty-seven extraordinary children were spontaneously born by women who'd previously shown no signs of pregnancy. Millionaire inventor Reginald Hargreeves adopted seven of the children; when asked why, his only explanation was, "To save the world." These seven children form The Umbrella Academy, a dysfunctional family of superheroes with bizarre powers. Scheduled to ship in July 2021.

DIA STK433249 \$17.99

WITCHER VOLUME 01 OMNIBUS TP

Featuring story art by Joe Querio, Piotr Kowalski, and Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slots), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Lobo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of the *Witcher* comic series *House of Glass*, *Fox Children*, *Curse of Crows*, and the *Killing Monsters* one-shot and features annotations from the creators of the comics, as well as a sketchbook section. Scheduled to ship in July 2021.

DIA STL137676 \$24.99



DYNAMIC FORCES

NANCY DREW OMNIBUS TP VOL 01

Everyone's favorite girl detective is back! With three stories in one volume. An all-new series of full-color *Nancy Drew* graphic novel omnibus's based on the series by Carolyn Keene. Scheduled to ship in July 2021.

DIA STL115043 \$17.99

SPOTLIGHT ON

THE BOYS OMNIBUS TP VOL 01 PHOTO CVR ED (MR)

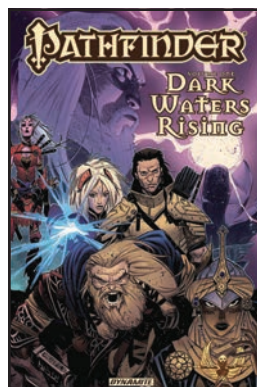
This is going to hurt! In a world where costumed heroes soar through the sky and masked vigilantes prowl the night, someone's got to make sure the 'supes' don't get out of line. And someone will! Billy Butcher, Wee Hughie, Mother's Milk, The Frenchman, and The Female are The Boys: A CIA-backed team of very dangerous people, each one dedicated to the struggle against the most dangerous force on Earth - superpower! Some superheroes have to be watched. Some have to be controlled. And some of them - sometimes - need to be taken out of the picture. That's when you call in *The Boys*! Featuring some ever-so-slight tweaks the creators have meticulously restored, *The Boys Omnibus Volume 1* also features bonus art materials, the script to issue #1 by Garth Ennis, a complete cover gallery, and more! Scheduled to ship in July 2021.

DIA STL127540 \$29.99

PATHFINDER GOBLINS TP

Pathfinder is the #1 bestselling roleplaying game, and this wild romp of goblin stories comes complete with over 20 pages of official gaming supplements, plus a never-before-seen story! Scheduled to ship in July 2021.

DIA STL104254 \$19.99



PATHFINDER VOLUME 01 DARK WATERS RISING TP

The warrior Valeros can rely on his sword arm and his friends, the mysterious sorceress Seoni, quick-witted elven rogue Merisiel, powerful wizard Ezren, well-traveled dwarven ranger Harsk, and courageous cleric Kyra. However, nothing can prepare him for the dangers that lurk ahead! Collects the first six issues of the *Pathfinder* comic series; an exclusive ten-page bonus story; 'The Last Mosswood Goblin,' and over 30 pages of encounters, characters, and world detail for the *Pathfinder Roleplaying Game*! Scheduled to ship in July 2021.

DIA STL048546 \$19.99

IDW PUBLISHING

DUNGEONS & DRAGONS DAYS OF ENDLESS ADVENTURE TP

A new generation of heroes, led by a revived Minsc and Boo, rises to protect Baldur's Gate, but they'll soon find themselves fighting evil forces throughout the Realms and beyond. Whether they're stopping a plot by the Cult of the Dragon to destroy the city; escaping from the endless night of Ravenloft in the Demiplane of Dread; or facing down frost-giant raiding parties in the frigid Spine of the World, the action never stops! GO FOR THE EYES, BOO! Scheduled to ship in July 2021.

DIA STL129293 \$29.99



GRAPHIC NOVELS

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DUNGEONS & DRAGONS FORGOTTEN REALMS VOLUME 01 DRIZZT OMNIBUS TP

Adapted from the famous books by R.A. Salvatore, *Dungeons & Dragons: Forgotten Realms-Legend of Drizzt Omnibus, Vol. 1* delivers the first three graphic novels in the Dark Elf Trilogy - *Homeland*, *Exile* and *Sojourn* - into one great book! This story takes you from the moments before the birth of Drizzt to the point where he leaves his home world and ventures to the unknown. Scheduled to ship in July 2021.
DIA STK442314.....\$24.99



LOCKE & KEY VOLUME 01 WELCOME TO LOVECRAFT TP

The Eisner-nominated Locke & Key tells of Keyhouse, an unlikely New England mansion, with fantastic doors that transform all who dare to walk through them, and home to a hate-filled and relentless creature that will not rest until it forces open the most terrible door of them all! Scheduled to ship in July 2021.

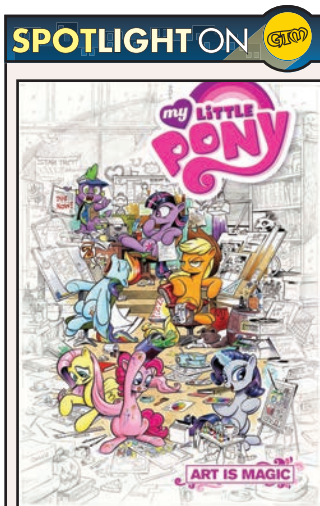
DIA STK382099.....\$19.99



MY LITTLE PONY TRANSFORMERS TP FRIENDSHIP IN DISGUISE

Collecting the comic book crossover event of the year where Ponies, Autobots, and Decepticons mix it up together! When Queen Chrysalis casts a spell looking for more changelings, she accidentally interferes with a malfunctioning Spacebridge! What's this mean for our favorite fillies? There are suddenly a bunch of Autobots and Decepticons in Equestria! And as the dust settles, Rarity and Arcee find themselves teaming up against a hostile Deception force. Because in the end, Pony and Autobots are both fighting for friendship. Scheduled to ship in July 2021.

DIA STL173348.....\$15.99



MY LITTLE PONY ART IS MAGIC TP VOL 01

Celebrate the charming and diverse artwork of IDW's *My Little Pony* comic book series in this special art book! Read along as fan-favorite artists Amy Mebberson, Sara Richard, Tony Fleecs, Andy Price, Brenda Hickey, and Agnes Garbowska showcase a selection of their most cherished pieces, provide insight into their process, and share the identities of their favorite ponies! Fans of *My Little Pony* or the comic arts alike are sure to awe at this bright and inspired collection. Scheduled to ship in July 2021.

DIA STK687461.....\$19.99



POWERPUFF GIRLS CLASSICS TP VOL 01 POWER PARTY

They're cute. They're fun. And they're powerful! The Cartoon Network classic *Powerpuff Girls* returns in this collection of comic-book adventures. Featuring the ladies' first appearances in Cartoon Network Starring #1 and #5, as well as issues #1-4 of their ongoing series. Scheduled to ship in July 2021.

DIA STK614997.....\$19.99



RICK AND MORTY VERSUS DUNGEONS & DRAGONS VOLUME 01 TP

Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing *Dungeons & Dragons*, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn't the only one who knows his way around a d20. Scheduled to ship in July 2021.

DIA STL107831.....\$19.99



SONIC THE HEDGEHOG TP VOL 01 FALLOUT

The evil genius Dr. Eggman has been foiled-but the work of Sonic the Hedgehog isn't over yet! In the aftermath of the latest epic battle, rogue robots continue to attack small villages around the world. In order to succeed, Sonic will need the help of his friends Tails, Knuckles, and Amy, along with some new and surprising allies. This new collection from acclaimed writer Ian Flynn features the blue blur like you've never seen him before. Gotta go fast! Scheduled to ship in July 2021.

DIA STL085250.....\$15.99

STAR WARS ADV CLONE WARS BATTLE TALES GN

While Obi-Wan Kenobi, Anakin Skywalker, and other Jedi Knights fight against incredible odds, two Republic squadrons must hold their position against an encroaching droid army of the Separatists. Pinned down for the duration, Commander Cody, Captain Rex, and other clones swap war stories that feature your favorite characters from *The Clone Wars* animated series, such as Padmé Amidala, General Grievous, and many more! Scheduled to ship in July 2021.

DIA STL164934.....\$14.99



STAR TREK BOLDLY GO TP VOL 01

All-new *Star Trek* series following the adventures of Captain Kirk and the iconic crew! New worlds! New species! New ships! And a new danger unlike anything the Federation has encountered before! Boldly go into a new era of *Star Trek*! Collects issues #1-6! Scheduled to ship in July 2021.

DIA STL045322.....\$19.99



STAR TREK VS. TRANSFORMERS TP

When Kirk, Spock, and the entire crew of the U.S.S. Enterprise investigate problems at a remote mine, they're met with a explosive battle between powerful warriors who change into vehicles from the 20th century! As the battle between the Autobots and Decepticons rages, it's up to Kirk to decide: does he violate the Prime Directive and interfere in a war that's raged for millennia? And how will the Klingons complicate the issue? It's cartoony fun between two of the most popular science fiction franchises in the world! Four decades in the making, it's the crossover that fans have demanded! Scheduled to ship in July 2021.

DIA STL104109.....\$17.99





DECK-BUILDING GAME

DARK NIGHTS METAL

BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
 - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
 - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



MSRP \$40
Release Date **AVAILABLE NOW**

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(s20)

**STREET FIGHTER X G.I. JOE TP**

On a hidden island in international waters, 16 combatants enter a secret tournament one that pits Street Fighter vs. G.I. JOE! M. Bison and Destro have joined forces, and taking them down will require the worlds finest warriors: Ryu, Snake Eyes, Guile, Scarlett, Chun-Li and Duke. Scheduled to ship in July 2021.

DIA STL014862\$19.99

**TMNT NEW ANIMATED ADVENTURES OMNIBUS TP VOL 01**

Spinning straight out of the hit Nickelodeon cartoon, *New Animated Adventures* is an all-ages book perfect for fans old and new that collects 16 separate all-action stories. Includes issues #112 of the comic series. Scheduled to ship in July 2021.

DIA STK698121\$24.99

**TRANSFORMERS VS G.I. JOE TP VOL 01**

SPACE WAR !! Earth makes contact with an alien race and G.I. JOE is on the front lines of first contact! But when the Transformers arrive, well, lets just say youve never seen Transformers or G.I. JOE like this! Visionary comic book maker Tom Sciolli (with *Transformers* fan-favorite John Barber in tow) combine two of the biggest names in entertainment! Scheduled to ship in July 2021.

DIA STK657107\$19.99

TRANSFORMERS VS TERMINATOR TP

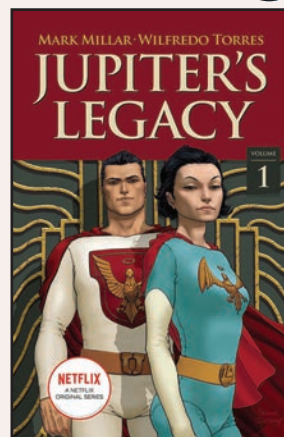
It's Skynet vs. Cybertron in a crossover for the ages! 1984: When a deadly race of machines emerge from another time, will a robotic guardian be able to protect the Earth from a dire future... or will the T-800 fail in his mission to prevent the world from becoming a plaything to the Decepticons? It's up to one Terminator to save the future, and nothing's gonna stand in his way! Scheduled to ship in July 2021.

DIA STL162933\$15.99

**IMAGE COMICS****SPOTLIGHT ON****INVINCIBLE TP VOL 01 FAMILY MATTERS**

Mark Grayson is just like most everyone else his age. The only major difference being that his dad is the most powerful superhero on the planet! And, Mark seems to be inheriting his fathers powers! See Mark thwart super-villains, alien invasions and all sorts of craziness, as he gets the hang of all this superheroing stuff. Scheduled to ship in July 2021.

DIA STK328990\$12.99

SPOTLIGHT ON**JUPITER'S LEGACY TP VOL 01 NETFLIX ED (MR)**

In mid-century America, the worlds greatest superheroes face epic threats in public while battling private scandals behind closed doors. Now adapted into a big-budget Netflix Original series, get in on the ground floor with one of the most critically acclaimed superhero series of the past 10 years. Scheduled to ship in July 2021.

DIA STL163500\$9.99

SPOTLIGHT ON**JUPITER'S LEGACY TP VOL 02 NETFLIX ED (MR)**

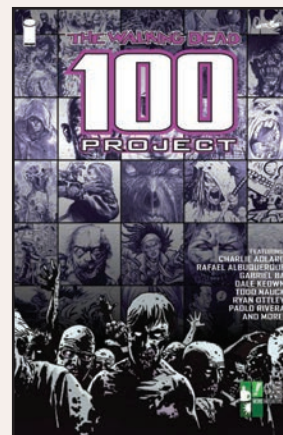
By day, they are the worlds greatest heroes. By night, they struggle with the same problems as the rest of us, and as the pressure increases on these super-celebrities, one of the team breaks away to become embroiled in the social unrest and political upheaval of America in the 1960s. Youve never read a book like *Jupiters Legacy* before, now a major Netflix Original series. Scheduled to ship in July 2021.

DIA STL163512\$16.99

**PAPER GIRLS VOLUME 01 TP**

In the early hours after Halloween of 1988, four 12-year-old newspaper delivery girls uncover the most important story of all time. Suburban drama and otherworldly mysteries collide in this smash-hit series about nostalgia, first jobs, and the last days of childhood. Scheduled to ship in July 2021.

DIA STK698148\$9.99

SPOTLIGHT ON**WALKING DEAD 100 PROJECT TP (MR)**

Robert Kirkman and Skybound team up with the Hero Initiative to present 100 all new covers envisioning the horrors of the bestselling *The Walking Dead*. This art book features brand-new pieces by *The Walking Dead* artist Charlie Adlard, Paolo Rivera, Ryan Ottley, Rafael Albuquerque and more! This book will never be reprinted and all proceeds go to the Hero Initiative and comic book creators in need! Scheduled to ship in July 2021.

DIA STK619369\$12.99

WALKING DEAD VOLUME 01 DAYS GONE BY EX TP

An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: There is no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, we are forced to finally begin living. Rick Grimes is not prepared for this. A couple months ago he was a small town cop who had never fired a shot and only ever saw one dead body. Separated from his family he must now sort through the death and confusion to try and find his wife and son. Scheduled to ship in July 2021.

DIA STK527134.....\$14.99



AVENGERS AND X-MEN AXIS TP

Red Onslaught is broadcasting waves of telepathic hate across the globe and Marvel's greatest heroes have turned on their moral axis! What will the Avengers and X-Men find in the Red Skulls bleak re-education camps? What is Tony Stark's dark secret? And with the heroes inverted to evil, who will stand against them? How about an army of villains?! Magneto betrays his alliance, a founding Avenger quits, and Scarlet Witch is forced to join Doctor Doom! And who are Kluh and the Sorceress Supreme? As the Axis of Evil strikes down the heroes, the all-new Astonishing Avengers battle the Uncanny X-Men! Witness an X-Men's horrifying fate and an Avengers appalling choice! Who will live and die? Who will remain inverted? The shocking climax will crack the Marvel Universe to its core! Scheduled to ship in July 2021.

DIA STL032823\$34.99

MARVEL COMICS



FEATURED ITEM



AMAZING SPIDER-MAN EDGE OF SPIDER-VERSE TP

Peer over the edge of the Spider-Verse, at five different realities and five daringly different spiders! Spider-Man Noir returns, as the Peter Parker of the 1930s finds himself up against Mysterio and knee-deep in the biggest Spider-Man event of all! What is the secret of Dr. Aaron Aikman, the Spider-Man? Who are the villainous Red Eye and Naahmurah, and can Aaron live through Morlun's arrival? In a universe where the story you know becomes as horrific as possible, a radioactive spider bites a high-school nerd who is already something of a monster. Then, what or who is the incredible SP//dr? And finally,

the breakout character of Spider-Verse makes her exciting debut in a world where the radioactive spider bit Gwen Stacy! Scheduled to ship in July 2021.

DIA STK668237\$15.99

BLACK PANTHER BOOK 01 NATION UNDER OUR FEET TP

MacArthur Genius and National Book Award-winning writer Ta-Nehisi Coates (*Between the World and Me*) takes the helm, confronting T'Challa with a dramatic upheaval in Wakanda that will make leading the African nation tougher than ever before. When a superhuman terrorist group calling itself The People sparks a violent uprising, the land famed for its incredible technology and proud warrior traditions will be thrown into turmoil. Scheduled to ship in July 2021.

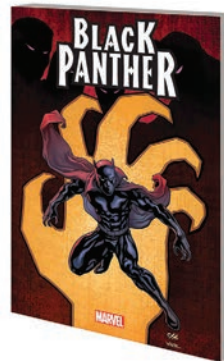
DIA STL013816\$16.99



BLACK PANTHER BY HUDLIN VOL 01 COMPLETE COLLECTION TP

Hollywood heavyweight Reginald Hudlin takes on the Black Panther and John Romita Jr. brings the blockbuster visuals! Together, they go back to the beginning to present T'Challa's origin in cinematic scope! Who is the Black Panther and what is the secret history of Wakanda? Then, social satire meets all-out action as T'Challa's adventures continue! But every king needs a queen, and so T'Challa embarks on his most dangerous quest yet: to wed the love of his life! Which of the world's greatest super hero women will say I do? Scheduled to ship in July 2021.

DIA STL059893\$39.99



FEATURED ITEM



AVENGERS VS X-MEN TP

The world-destroying Phoenix Force is back and while the Avengers are intent on stopping it, Cyclops and his X-Men have other ideas. To Captain America, the Phoenix threatens doom. To Cyclops, it could mean salvation. Marvel's two greatest leaders wage war, with the Phoenixes chosen host Hope Summers caught in the middle. How far are both sides willing to go? The answer lies in a battle so big no one world could contain it and a shocking ending that neither team could have seen coming! Scheduled to ship in July 2021.

DIA STK524809\$34.99

BLACK WIDOW VOL 01 FINELY WOVEN THREAD TP

Black Widow is an Avenger and an agent of S.H.I.E.L.D. But on her own time, she searches for atonement for her past as a KGB assassin in ways those teams just wouldn't approve of. The Widow goes undercover in Russia but from its cold streets, the Hand of God reaches out to crush her and it is as merciless as its name. Outmatched by the brute force of this powerful new villain, Natasha discovers a deadly plot that spans the entire globe. Paris, London, Montenegro Natasha is in a race against time, with nowhere to turn for answers. Black Widow's strength and cunning will be put to the test as she follows the trail of blood and destruction to the beginning, but can she locate the entity behind the attacks? Scheduled to ship in July 2021.

DIA STK642115.....\$17.99



CAPTAIN AMERICA SAM WILSON COMPLETE COLLECTION TP VOL 01

Sam Wilson takes flight as the soaring Sentinel of Liberty - Captain America! Handed the shield by Steve Rogers himself, the former Falcon is joined by new partner Nomad to tackle threats including the fearsome Scarecrow, Batroc and Baron Zemo's newly ascendant Hydra! But stepping into Steve's boots isn't easy - and Sam soon finds himself on the outs with both his old friend and S.H.I.E.L.D.! Scheduled to ship in July 2021.

DIA STL139452\$39.99



GRAPHIC NOVELS

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FEATURED ITEM

**CAPTAIN AMERICA WINTER SOLDIER COMPLETE COLLECT TP**

The instant-classic saga that brought Bucky Barnes back from the dead - and introduced the world to the Winter Soldier! The shocking murder of the Red Skull leaves an unfinished Cosmic Cube at large. Adding to the imminent danger, a cadre of the Skull's followers sets in motion a plan to ignite bombs in the hearts of Paris, London and Manhattan! Racing against the rapidly ticking clock, the Star-Spangled Avenger must not only solve the mystery of his nemesis' murder but also find the Cube before it can be used to rewrite reality! But who is the Winter Soldier - a lethal killer with an all-too-familiar face? Scheduled to ship in July 2021.

DIA STL168683 \$29.99

CAPTAIN MARVEL TP MONICA RAMBEAU DM

Before Carol Danvers took the name Captain Marvel, the mantle was held by Monica Rambeau! A police lieutenant with the remarkable power to transform into energy, Monica began as a reluctant super hero but soon rose through the ranks to become field leader of the mighty Avengers! Now, witness Monica's debut; her earliest encounters with Spider-Man and the Avengers; and an interdimensional team-up with Thanos' brother, Starfox! Scheduled to ship in July 2021.

DIA STL106864 \$34.99



FEATURED ITEM

**CAPTAIN MARVEL TP VOL 01 HIGHER FURTHER FASTER MORE**

As Carol Danvers comes to a crossroads with a new life and new romance, she makes a dramatic decision that will alter the course of her life and the entire Marvel Universe in the months to come. But as Carol takes on a mission to return an alien girl to her homeworld, she lands in the middle of an uprising against the Galactic Alliance and the Spartax! Investigating the forced resettlement of Rocket Girl's people, Carol discovers that she has a history with the man behind the plot. But when the bad guy tries to blackmail Carol and turn the Avengers against her, its payback time! Scheduled to ship in July 2021.

DIA STK650143 \$17.99

CIVIL WAR TP

The landscape of the Marvel Universe is changing, and it's time to choose: Whose side are you on? A conflict has been brewing for more than a year, threatening to pit friend against friend, brother against brother and all it will take is a single misstep to cost thousands their lives and ignite the fuse! As the war claims its first victims, no one is safe as teams, friendships and families begin to fall apart. The crossover that rewrites the rules, *Civil War* stars Spider-Man, the New Avengers, the Fantastic Four, the X-Men and the entirety of the Marvel pantheon! Scheduled to ship in July 2021.

DIA STK322026 \$24.99

**CLOAK AND DAGGER TP RUNAWAYS AND REVERSALS**

Catch up with Marvel's newest TV sensations, Cloak and Dagger, as they walk the line between darkness and light! But can the super-powered teens called the Runaways save Cloak from a deadly case of mistaken identity and the wrath of the Avengers? Then, Cloak and Dagger are approached by Norman Osborn but when his Dark Reign falls apart, they just might end up joining the X-Men! But when Mister Negative targets the crimefighting duo, swapping their powers and turning them to evil, can their old pal Spider-Man return them to normal? Scheduled to ship in July 2021.

DIA STL072078 \$34.99



FEATURED ITEM

**DEADPOOL WORLDS GREATEST TP VOL 01 MILLIONAIRE WITH MOUTH**

He's annoying. He's dangerous. He smells terrible. But the public loves him! That's right the Merc with a Mouth is now the most popular hero in the world. Eat that, Spidey! But with great popularity comes overbearing responsibility, so Wade has called in a little help being him. You won't believe or recognize who he signed up! (Unless you've memorized every volume of the Official Handbook.) But when an imposter sets out to ruin Wade Wilson, our hero has the perfect bait to lure the baddie out: his innocent daughter, Ellie! Plus: Jump 84 years into the future for an even-newer, even-different-er

Deadpool 2099! And in an entirely Spanish-language tale meet Masacre, the Deadpool of Mexico! This book has more Deadpool than you can handle! Scheduled to ship in July 2021.

DIA STK699874 \$15.99

DR STRANGE SURGEON SUPREME TP VOL 01 UNDER THE KNIFE

The impossible has happened! Stephen Strange's hands have been healed, restoring the surgical skills he lost long ago! But now Doctor Strange finds himself torn between his obligations as the Sorcerer Supreme and as a life-saving neurosurgeon! And when Strange is forced to choose which set of vows he must uphold, who will suffer for it? After all, magic always has a cost and the threats are mounting! Like the Wrecker of Reality! A patient's heavy metal tattoos come to life! And more! Scheduled to ship in July 2021.

DIA STL155247 \$17.99

**ETERNALS BY NEIL GAIMAN TP**

Scheduled to ship in July 2021.

DIA STL80264 \$24.99



FEATURED ITEM



GUARDIANS OF THE GALAXY BY EWING TP VOL 01 THEN IT'S US

Someone has to guard the galaxy, but who will accept this bizarre new mission? Once, the Guardians of the Galaxy were a team of misfits. Now they're a family, and they've earned their peace. But the universe is not a peaceful place and its only getting worse. The Great Empires are in turmoil. The rule of law is dead. And amidst the chaos, the gods of Olympus have returned harbingers of a new age of war, reborn to burn their mark onto the stars themselves! Scheduled to ship in July 2021.

DIA STL160435 \$15.99

SPOTLIGHT ON

HULK TP PLANET HULK

A whole new world of hurt! Betrayed by Earth's heroes and exiled into outer space, the man-monster Hulk has landed on the distant planet Sakaar, ruled by the tyrannical Red King. Sold into slavery, Hulk becomes the Green Scar, the planet's mightiest gladiator but his new master's get more than they bargained for when he forges a bond of brotherhood with his fellow fighters: crafty insectoid Miek, the horrific Brood, wise rock-man Korg, shadow warrior Hiroim, noble-born rebel Elloe and her loyal guardsman Skee. Together, these gladiators start a revolution that could change their entire world or destroy it. Its savage sci-fi fantasy by award-winning writer Greg Pak, guest-starring the Silver Surfer! Scheduled to ship in July 2021.

DIA STK322028 \$34.99



FEATURED ITEM



INFINITY GAUNTLET DELUXE EDITION TP

For the Dark Titan, Thanos, the Infinity Gauntlet was the Holy Grail - the ultimate prize to be coveted above all else. With it came omnipotence: the absolute control of all aspects of time, space, power, reality, mind and soul. But his gaining of supreme might meant the beginning of a black nightmare for the entire universe. Scheduled to ship in July 2021.

DIA STL097389 \$34.99

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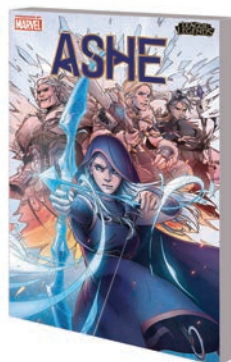
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**INVINCIBLE IRON MAN
BY BENDIS HC**

Tony Stark has a new armor, a new supporting cast and a new purpose! But his life is just as surprising and eventful as ever beginning with the return of one of his biggest nemeses, and the quest to find his biological parents! Tony must pursue Madame Masque as her actions threaten to rip all of reality apart, then delve deep into his international organization to find out what's rotten in the House of Stark. But when tragedy sets the Marvel Universe spiraling into conflict, Tony will face an emotional confrontation with some of his closest and dearest friends! What will CIVIL WAR II mean for the future of Iron Man? Scheduled to ship in July 2021.

DIA STL060303\$39.99

**LEAGUE OF LEGENDS
ASHE TP WARMOTHER**

The first full-length comic series in the *League of Legends* universe, delivering an epic journey through the Freljord! Raised in the savage wilds of the north, Ashe is an Iceborn, a warrior gifted with a magical connection to her frozen homeland and burdened by her mother's fanatical expectations. When they set out on a dangerous quest for the truth behind an ancient myth, bonds are broken, secrets come to light and Runeterra is forever changed. Will young Ashe become the leader her people need? Or is destiny merely an empty dream? *Ashe: Warmother* features the comics debut of Riot Games writer Odin Austin Shafer, with stunning artwork by Russ Manning Most Promising Newcomer Award nominee Nina Vakueva (*Heavy Vinyl*). Scheduled to ship in July 2021.

DIA STL114419\$15.99

**LOKI AGENT OF ASGARD TP
VOL 01 TRUST ME**

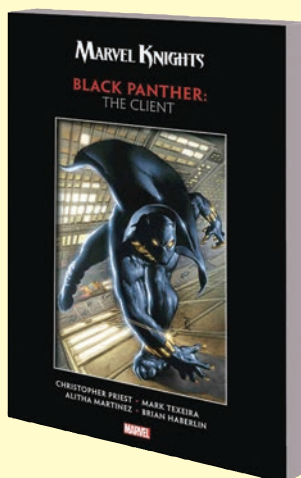
Kid Loki's all grown up and the God of Mischief is stronger, smarter, sexier and just plain sneakier than ever before. As Asgardia's one-man secret service, he's ready to lie, cheat, steal, bluff and snag his way through the twistiest, turniest and most treacherous missions the All-Mother can throw at him starting with a heart-stopping heist on Avengers Tower! And that's just the beginning as Loki takes on Lorelei in Monte Carlos casinos and heads back to the dawn of Asgard to join its greatest heroes on a quest for a certain magical sword! But when he puts together a crew to crack the deepest dungeons of Asgardia itself, there may be one plot twist too many for even Loki to handle! Scheduled to ship in July 2021.

DIA STK644649\$19.99

**FEATURED ITEM****MARVEL KNIGHTS
BLACK PANTHER BY PRIEST
& TEXEIRA TP CLIENT**

King T'Challa of Wakanda is not just a monarch he is the Black Panther, the nation's ceremonial protector! And he fights an unceasing battle to safeguard his homeland from those who seek to plunder its amazing riches and technology. T'Challa has forged a fearsome reputation as a monarch, a warrior and even an Avenger. But now a very different king hungers for Wakanda a king of hell itself. And T'Challa, together with his deadly Dora Milaje, must battle to protect his peoples very souls! The Panther travels to America to fight his diplomatic and spiritual war on many fronts and State Department Special Attach Everett K. Ross, assigned to the visiting king, swiftly becomes a man far out of his depth. Scheduled to ship in July 2021.

DIA STL089161\$15.99

**SPOTLIGHT ON****MARVEL KNIGHTS BLACK WIDOW BY GRAYSON & RUCKA TP (MR)**

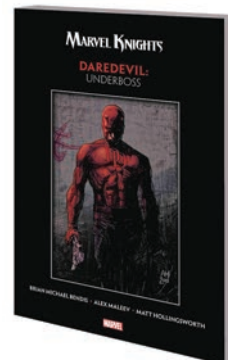
Natasha Romanoff has always led a life of adventure. A former Soviet spy, she defected to the West and became a super hero and Avenger. Natasha has earned a reputation as a consummate professional, coldly efficient and deadly as her namesake. But now, her time as Black Widow may be running out! Yelena Belova is the first student in the history of the Red Room to exceed Natasha's skills - and now she's gunning for the mantle she feels was stolen from her. And she's determined to put Natasha in the grave! Prepare for a war of the Widows that will rage from the Middle East's deserts to New York's Upper West Side. Scheduled to ship in July 2021.

DIA STL092811\$19.99

**MARVEL KNIGHTS
CAPTAIN AMERICA RIEBER
CASSADAY TP NEW DEAL**

In this stunning and spectacularly illustrated tale set in the aftermath of 9/11, Cap must deal with the way America and the world has changed. From the ruins of the World Trade Center to the horrors of a small town shaken by terrorism, this is one story you'll never forget and neither will Marvel's star-spangled champion! Scheduled to ship in July 2021.

DIA STL097989\$17.99

**MARVEL KNIGHTS DAREDEVIL BY
BENDIS MALEEV TP UNDERBOSS**

The mystery man named Mr. Silke has inspired Wilson Fisk's lieutenants to rise up and take down the Kingpin of Crime! But what is the connection between Silke's coup and the contract on attorney Matt Murdock's life? And what role did Fisk's wife and son play in this underboss uprising? Meanwhile, when Matt dons his crimson costume to fight crime in Hell's Kitchen, what toll does that take on the man beneath the mask? Is the Man Without Fear becoming a man without mercy? Creative dream team Brian Michael Bendis and Alex Maleev take Daredevil in a bold new direction! Scheduled to ship in July 2021.

DIA STL092812\$17.99

**MARVEL KNIGHTS FANTASTIC FOUR TP
COMPLETE COLLECTION VOL 01**

The FF must regroup to overcome the one threat their incredible powers cannot defeat bankruptcy! And when Reed, Sue and Ben take Franklin on a camping trip to the Pine Barrens, what they find is a strange creature that may well be the Jersey Devil! While New York freezes in the icy grip of winter, an old foe resurfaces with a grudge: Namor! But soon the team's deepest fears and doubts are spreading from their dreams to the waking world. Their old villain Psycho-Man may hold the key, but he's dying?! And blind sculptress Alicia Masters has her sight restored but at what cost? Plus: Witness the ultimate Thing/Hulk battle its a knock-down, drag-out slobberknocker that will rattle your molars! Scheduled to ship in July 2021.

DIA STL11415\$39.99

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**MARVEL KNIGHTS PUNISHER BY ENNIS
COMPLETE COLLECTION TP VOL 01**

Welcome back, Frank! The Punisher returns, more brutal than ever, courtesy of writer Garth Ennis and his perfect artistic partner, Steve Dillon! The critically acclaimed creators that brought you *Preacher* restore one of Marvel's most popular characters to ultraviolent glory as a one-man army, locked, loaded and ready to take out anyone in his way. And Frank starts with Ma Gnucci and her entire crime family! Spacker Dave, Joan the Mouse and Mr. Bumpo all await in one of the most celebrated Punisher stories ever told! And Frank's war on crime continues as he targets disgraced General Kreigkopf, and has a very unique team-up with Spider-Man! Scheduled to ship in July 2021.

DIA STL100041\$34.99

**MARVEL-VERSE GN TP IRON MAN**

When the genius Tony Stark is held captive and forced to make weapons, his best chance of escape lies in building the greatest weapon of all the very first version of the Iron Man armor! Then, Shellhead meets Webhead as Iron Man and Spider-Man team up to take down the deadly Radioactive Man! And when Tony Stark makes a dramatic public return to start the next chapter of his business life, a newly-souped up Iron Man finds himself targeted for death! Finally, does Iron Man stand a chance of a chance battling the Marvel-Verses most fearsome armored foe the dastardly Doctor Doom?! Scheduled to ship in July 2021.

DIA STL130548\$9.99

**MARVEL-VERSE CAPTAIN MARVEL GN TP**

Carol Danvers flies higher, further, faster than anyone in the Marvel-Verse and these are the stories that prove it! First, the world's greatest super hero teams up with the friendly neighborhood Spider-Man but they're about to have their hands full with the attack of a 50-foot tall redheaded madwoman! Then, everyone loves Carol's adorable cat, Chewie but is there more to this feisty feline than meets the eye? And just what is a Flerken anyway? In space, no one can hear you meow! And the modern-day Captain Marvel shares an adventure through time with someone she never thought she would see again her fallen friend and inspiration, the Kree legend named Mar-Vell! Scheduled to ship in July 2021.

DIA STL171281\$9.99

MARVEL-VERSE GN TP LOKI

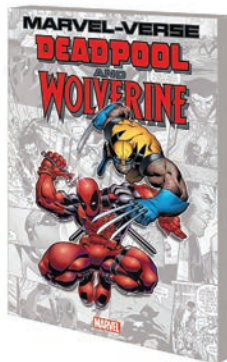
In an all-time classic, Loki pits his brother Thor against the Silver Surfer for a cosmic battle royale! Then, take a fresh view of the founding of the accursed Avengers through the eyes of the God of Lies responsible for assembling them! On the trail of a sinister sorcerer, Loki finds an unlikely ally in none other than Spider-Man and ends up in the web-slinger's debt! And when the rejuvenated Trickster turns over a new leaf, Kid Loki will learn exactly what his fellow Asgardians think of him! Scheduled to ship in July 2021.

DIA STL182137\$9.99

**MARVEL-VERSE DEADPOOL
AND WOLVERINE GN TP**

Everybody loves Deadpool, right? Somebody ought to tell the Avengers! Can the Merc with a Mouth fast-talk his way out of a confrontation with Earth's Mightiest Heroes? At least Spider-Man can see Wade Wilsons appeal - until a day in the life of Deadpool shows him a little something about power and irresponsibility. Wolverine's keen to teach Spidey a lesson too, when he finds out the webhead is following him - and he is one tutor who makes sure you get the point! And what was Volvie up to just before he first tangled with the Hulk? Scheduled to ship in July 2021.

DIA STL165480\$9.99

**MARVEL-VERSE GN TP SHANG-CHI**

First, Wolverine seeks out Shang-Chi to train him in the skills necessary to defeat the savage Sabretooth! Then, a class at Midtown High leads Shang-Chi into a team-up with Spidey against Midnight and his ninja army and the wall-crawler asks for Shang-Chi's guidance on learning a little Spider-Fu! Shang-Chi and his monkey pal, Chee, have their day off ruined by the ninjas of the Hand and the deadly paws, hooves and claws of a small army of kung fu animals! And the legendary hero pits his fists against the lethal blades of Lady Deathstrike! Scheduled to ship in July 2021.

DIA STL182138\$9.99

**MARVEL-VERSE GN TP BLACK WIDOW**

When the Crimson Dynamo invades Avengers Tower, a certain superspy is on his trail! Spider-Man must beware the Black Widow in the classic tale that introduced Natasha Romanoffs most iconic costume! Then, the Widow is torn between her heroic partnership with Daredevil and a place in the ranks of the Avengers! Plus: Before there was a Black Widow, there was the Red Room a brutal KGB training ground! Now a deadly mission casts Natasha's mind back to her escape from the Red Room and the unlikely ally who assisted her! Scheduled to ship in July 2021.

DIA STL148600\$9.99

MARVEL-VERSE GN TP THANOS

Thanos is one of the deadliest villains in the Marvel-Verse and these are some of his greatest tales of conquest! Thanos sinister debut leads Iron Man into battle with Drax the Destroyer! Then, join Thanos in cosmic conflict with his arch-enemy, the legendary Kree warrior Mar-Vell! The Mad Titan takes on the demonic Mephisto as secrets of the Infinity Gems are revealed but can Spider-Man triumph over Thanos and escape the afterlife? And what chance does Ka-Zar, lord of the Savage Land, have against the Mad Titans world-conquering plans?! Plus, a holiday tale like no other starring Thanos and his daughter the deadly Gamora! Scheduled to ship in July 2021.

DIA STL130549\$9.99

**MARVEL-VERSE GN TP CAPTAIN AMERICA**

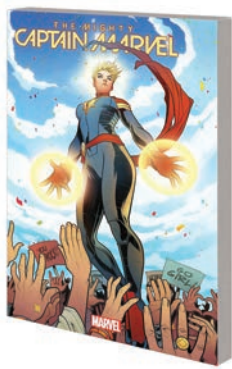
Hes the most inspirational hero in the Marvel-Verse! Discover why Steve Rogers is a living legend with some of his most action-packed adventures! First, flash back in time for a thrilling re-examination of Captain America's incomparable origin story! See frail Steve Rogers become a Super-Soldier, and thrill to his first mission as the Fighting Avenger of World War III! Plus: The Black Panther and Agent 13 join Cap in battle with one of his greatest foes, Baron Zemo but is more going on than meets the eye? And Captain America and Spider-Man team up on a mission for S.H.I.E.L.D.! Can the shield-slinger and the web-slinger stop the story Grey Gargoyle? Scheduled to ship in July 2021.

DIA STL155238\$9.99

**MARVEL-VERSE GN TP VENOM**

It all begins with Spider-Mans symbiotic black costume a killer outfit in more ways than one! And Spider-foes including the Rhino and the Shocker will find out just how dangerous it is! But after Spidey scorns and abandons the alien suit, the vengeful symbiote bonds with disgraced reporter Eddie Brock to become Venom! Together, the two target Spider-Man for destruction and nearly succeed! Venom eventually turns over a heroic new leaf but how will Spidey react when his former deadliest foe swings back into town wanting to be his friendly neighborhood sidekick?! Scheduled to ship in July 2021.

DIA STL163480\$9.99



MIGHTY CAPTAIN MARVEL TP VOL 01 ALIEN NATION

Behold the mightiest, fightiest super hero around! Carol Danvers has been to the depths of outer space and back, but that still hasn't prepared her for her newfound status as the greatest there is. She returns to her helm as Alpha Flight commander with the world cheering her on but has Captain Marvel become someone she no longer recognizes? She'd rather focus on the job, so when her crew discovers that a shady character is hunting for alien-refugee children, Carol jumps on the case. But an elusive enemy draws closer to destroying everything she and her Alpha Flight teammates have sworn to protect! Oh, how the mighty will fall! New York Times-best-selling author Margaret Stohl (*Beautiful Creatures*, *Black Widow: Forever Red*) makes her comics-series debut with a blockbuster Marvel story! Scheduled to ship in July 2021.

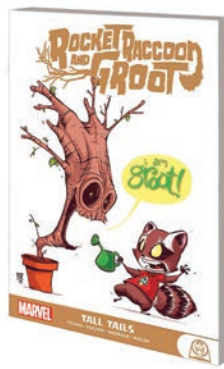
DIA STL050264\$15.99



MILES MORALES GN TP WITH GREAT POWER

Miles Morales is finding his feet as the new Spider-Man! But will his first team-up be with his uncle Aaron, the villainous Prowler? Caught in a moral crisis, Miles must choose between battling his uncle or joining him to keep his family safe! Which path will the young hero take? Plus: When the nation goes to war, Miles Morales heads Captain America's call and joins the Ultimates! But is he ready for an A-list villain? There's a new Venom in town, and he's hungry! As the deadly menace strikes all too close to home and Miles' fragile secret comes ever nearer to being exposed, he turns to the one person who can help him: Gwen Stacy! The final battle will change both their lives as Miles confronts the dark side of Peter Parkers legacy! Scheduled to ship in July 2021.

DIA STL127907\$12.99



ROCKET RACCOON AND GROOT GN TP TALL TAILS

There's a new criminal mastermind in the galaxy, and it's Rocket Raccoon?! How did this happen? Groot knows, but hes not talking! Well, he is talking, but all hes saying is Oh, you know. Diabolical danger, madcap mysteries and astonishing adventure abound in tall tales of everyones favorite cosmic double act! Then, Rocket and Groot put the fun in funeral but any mirth is only hiding a certain raccoon-like critters grief at the death of his mentor in conartistry. And when Captain Marvel enlists her Guardians of the Galaxy pals to fight in CIVIL WAR II, surely it wont divide these BFFs. After all, they are Groot, right? All that, plus the unbelievable Gwenpool! Scheduled to ship in July 2021.

DIA STL145703\$12.99

RUNAWAYS TP VOL 01 PRIDE AND JOY

At some point in their lives, all young people believe their parents are evil but what if they really are? Meet Alex, Karolina, Gert, Chase, Molly and Nico whose lives are about to take an unexpected turn. When these six young friends discover their parents are all secretly super-powered villains, the shocked teens find strength in one another. Together, they run away from home and straight into the adventure of their lives vowing to turn the tables on their evil legacy. Scheduled to ship in July 2021.

DIA STL020949\$14.99



SPOTLIGHT ON



MODOK TP HEAD TRIPS

M.O.D.O.K. takes on the Marvel Universe in this heady collection of his greatest hits! A.I.M.s most bizarre creation, the Mental Organism Designed Only for Killing, has a brain as powerful as it is oversized and a burning desire for world domination! Watch as M.O.D.O.K. butts heads with Captain America, Iron Man, the Champions, the Hulk and the Fantastic Four and even takes a bride?! Plus: M.O.D.O.K. gathers a team of villains for the ultimate heist! And on Battleworld, M.O.D.O.K. is the fearsome Merc with the Maw! But what happens when the Avengers are transformed into M.O.D.O.K.s too?! Scheduled to ship in July 2021.

DIA STL137064\$39.99

PETER PORKER SPECTACULAR SPIDER-HAM COMPLETE COLLECTION TP VOL 01

Go whole hog with the Spectacular Spider-Hams animal antics! What started as a porcine parody one-shot soon became a hilarious ongoing series full of anthropomorphized adventurers! Peter Porker is a photographer for J. Jonah Jackals Daily Beagle but when danger strikes, he fights crime alongside hirsute heroes such as Hulk Bunny, Captain Americat and the Fantastic Fur! Can Spider-Ham triumph over fearsome foes like Ducktor Doom, Bull-Frog, the King-Pig and the Bee-yonder while keeping the young Beagle Brigadiers out of trouble and still managing to bring home the bacon? Scheduled to ship in July 2021.

DIA STL120098\$39.99



!!! FEATURED ITEM



SHANG-CHI TP EARTH'S MIGHTIEST MARTIAL ARTIST

There's hellfire in Hong Kong as the Master of Kung Fu lends his deadly hands to the X-Mens cause in battle with Sebastian Shaw and the Kingpin! Then, he and Wolverine join Iron Fist and the Heroes for Hire, tackling pirates on the high seas off Madripoor! But when Mister Negative exploits the chaos of Shadowland, Shang-Chi and Spider-Man must stop the villains Inner Demons from adding Hells Kitchen to his criminal empire! Plus: When Arnim Zola threatens Earth, only Shang-Chi, Steve Rogers and Black Widow stand between us and oblivion! And when the Master of Kung Fu joins the Avengers,

he shows exactly why hes one of Earth's Mightiest Heroes! Scheduled to ship in July 2021.

DIA STL158180\$24.99

SHIELD ORIGINS TP

Get in on the espionage action with this collection of modern classics! Thrill to the formative appearances of Agent Phil Coulson and Nick Fury Jr., and learn how Fury followed in his famous fathers footsteps! See S.H.I.E.L.D. recruit the Avengers Hawkeye and Black Widow for an undercover team so secret even THEY cant know about it! When the Superior Spider-Man comes on board the Helicarrier, will Fury, Coulson and Maria Hill learn that hes hiding a secret of his own? Plus: the classic first appearance of S.H.I.E.L.D.! Scheduled to ship in July 2021.

DIA STK622768\$7.99



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**SHURI TP VOL 01 SEARCH FOR BLACK PANTHER**

The world fell in love with her in Marvel's Black Panther. Now, T'Challa's techno-genius sister launches her own adventures written by best-selling Afrofuturist author Nnedi Okorafor and drawn by Eisner Award-nominated artist Leonardo Romero! T'Challa has disappeared, and everyone is looking at the next in line for the throne. Wakanda expects Shuri to take on the mantle of Black Panther once more and lead their great nation but she's happiest in a lab, surrounded by her own inventions. She'd rather be testing gauntlets than throwing them down! So it's time for Shuri to go rescue her brother yet again with a little help from Storm, Rocket Raccoon and Groot, of course! But when her outer-space adventure puts the entire cultural history of her continent at risk from an energy-sapping alien threat, can Shuri and Iron Man save Africa? Scheduled to ship in July 2021.

DIA STL11474\$15.99

**SILK OUT OF THE SPIDER-VERSE TP VOL 01**

An amazing secret has been revealed! The same irradiated spider that gave young Peter Parker his powers also bit Cindy Moon! For years Cindy was hidden away, but now the woman called Silk is unleashed on the Marvel Universe! Will she be a new enemy for Spider-Man, a new ally or something more? Cindy builds a new life in New York City, defining her future while searching for her past and webbing up wrongdoers along the way! But Silk is about to cross the Black Cat's path, and that's not lucky! When Cindy takes on Felicia Hardy's criminal operation, she just might be tempted by a new vocation as a super villain?! Plus: A date with the Human Torch! And will Cindy ever find her family? Scheduled to ship in July 2021.

DIA STL174055\$34.99

**SPIDER-GEDDON TP**

Spider-Verse united every Spider-Person ever now Spider-Geddon will destroy them all! The Inheritors have escaped their radioactive prison planet and made their way to the Marvel Universe. As the villains draw first blood, a whole Spider-Army must reunite to keep them at bay! Starring Spider-Man, Otto Octavius, Spider-Gwen, Miles Morales, Spider-Woman, Spider-Punk, the live-action Japanese TV Spider-Man, the Spider-Man from the new PS4 video game and many more Spiders including some brand-new ones! Prepare to meet Web-Slinger, Spidey of the Wild West! May Parker: Spider-Ma'am! And more! But as the threat they face builds, things do not look good for our web-heads and wall-crawlers. The end of the Spider-Verse is here! Scheduled to ship in July 2021.

DIA STL106398\$24.99

**SPIDER-GWEN GHOST-SPIDER TP VOL 01 SPIDER-GEDDON**

Gwen Stacy makes her sensational return! The Spider-Woman of Earth-65 is picking up right where she left off, fighting crime in her home reality unaware it sits on the precipice of interdimensional calamity! Spider-Geddon is about to rock Gwen's world! Finding herself trapped in a parallel dimension as her friends and fellow Spiders are dying with her teleporter watch destroyed and no way to get home what can Gwen do to stop the Inheritors from wreaking havoc across the Web of Life and Destiny? And from out of the interdimensional chaos, she must face one of her deadliest enemies yet: the Gwen Goblin! With her life in jeopardy from all sides, is there a reason were calling her Ghost-Spider?! Scheduled to ship in July 2021.

DIA STL114432\$15.99

**SPIDER-GWEN TP VOL 00 MOST WANTED**

The breakout character hit of the year is Gwen Stacy: Spider-Woman! In one universe, it wasn't Peter Parker who was bitten by the radioactive spider, but Gwen Stacy! She's smart, charming and can lift a car just don't tell her father the police chief! And now, in the wake of Spider-Verse, Gwen swings into her own solo adventures! And she soon finds herself between a rock and a hard place when the Vulture attacks, and NYPD Lieutenant Frank Castle sets his sights on bringing her down. Then, still haunted by Peter's death, Gwen visits his only family: Ben and May Parker. But what really happened the day Peter died? Scheduled to ship in July 2021.

DIA STK688810\$16.99

**SPIDER-HAM TP APORKALYPSE NOW**

Not a dream! Not a hoax! Not an imaginary tail! (Get it?) Peter Porker, the Spectacular Spider-Ham returns to the pages of his very own series! As if the swiney super hero's recent adventures across the various dimensions of the Spider-Verse weren't enough, Spider-Ham now finds himself jumping through time! And accompanied by Spider-Man (the human version), no less! It's the human/porcine/arachnid Marvel team-Up you've been waiting for! But can Ham and Man prevent the horrors of Apokalypse Now?! What threat could be so dangerous so deadly that it imperils the Marvel Multiverses piggy protector, even with his cartoonish resistance to injury? Find out in one of the wildest adventures the Spider-Verse has ever seen! Scheduled to ship in July 2021.

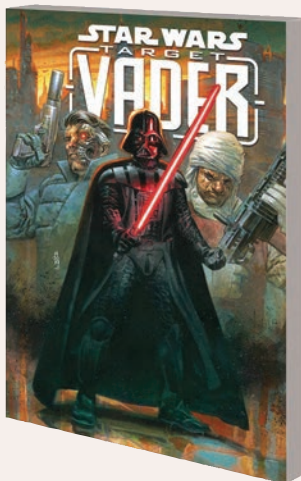
DIA STL155242\$15.99

**FEATURED ITEM****SPIDER-MAN BY TODD MCFARLANE COMPLETE COLLECTION TP**

Taking on both writing and art duties, Todd McFarlane ushered Peter Parker into a gritty new era and it began with 'Torment'! When the Big Apple's streets run red with blood, the web-slinger heads into the sewers to stop the Lizard's homicidal rampage. But what is driving his old friend and foe? Plus: Ghost Rider lends a bony hand when the deranged Hobgoblin returns, the wall-crawler finds himself at the center of a clash of claws between Wolverine and Wendigo and Pete goes back in black to face Morbius the Living Vampire! And in the ultimate nineties team-up, Spidey joins X-Force to battle the unstoppable Juggernaut! Scheduled to ship in July 2021.

DIA STL177194\$39.99

SPOTLIGHT ON



STAR WARS TARGET VADER TP

Darth Vader vs. bounty hunters! The Dark Lord of the Sith is on the hunt for a mysterious criminal syndicate operating outside of the Empire's rule. But little does he know that he too is being targeted by a group of the galaxy's deadliest bounty hunters, hired by the syndicate to take out Vader once and for all! Led by fallen Imperial Officer Beilert Valance, this ragtag group of assassins will stop at nothing to score the biggest bounty of their lives. Valance and Dengar seek the perfect weapon to kill the Sith Lord and they'll need it when Vader turns the tables and corners them! But what happens when both the hunters and the hunted uncover the dark secrets behind the criminal syndicate known only as the Hidden Hand? Scheduled to ship in July 2021.

DIA STL139482\$17.99

STAR WARS VOLUME 01 SKYWALKER STRIKES TP

Join Luke, Princess Leia, Han Solo, Chewbacca, C-3PO, R2-D2 and the rest of the Rebel Alliance as they fight for freedom against Darth Vader and his evil master, the Emperor! But when a Rebel assault goes wrong, Han and Leia must think fast to make their escape - while Luke comes face-to-face with Darth Vader! Scheduled to ship in July 2021.

DIA STK677493.....\$19.99



THANOS RISING TP

Thanos left audiences abuzz after *Marvel's: The Avengers*, but who is this disturbing villain? Discover the hidden truth in this gripping tale of tragedy, deceit and destiny. Where did this demi-god of destruction come from, and what does he want from the universe? Death has been shadowing Thanos for his entire life, watching his inner darkness grow but why? And when the Mad Titan flees his home in search of true love, how many lives will he take to find it? The answers come from the incredible creative team of Jason Aaron (*Wolverine*) and Simone Bianchi (*Astonishing X-Men*)! Prepare for a journey that will change one boy's life and will soon change the very nature of the Marvel Universe. And when Thanos rise is complete, the stage is set for Infinity! Scheduled to ship in July 2021.

DIA STK619263.....\$17.99



THOR AND LOKI HC BLOOD BROTHERS

There are two sides to every story. You've heard Thor's now it's time to hear Loki's! Odins least favorite son rewrites Asgardian lore from his perspective, featuring the breathtaking painted artwork of Esad Ribic (*Secret Wars*). In this tale, Lokis insatiable lust for power will take on new meaning as will his conflicted sentiments toward Sif, his antipathy toward Balder and his deep-seated feelings of longing and resentment toward his older brother Thor and uncaring father Odin. And if that's not enough, just stare at the lush painted art by Ribic, presented larger than ever before you won't be disappointed! Scheduled to ship in July 2021.

DIA STL114431\$39.99

THOR TP VOL 01 GOD OF THUNDER REBORN

Thor Odinson regains his mantle and with it, a wild new world of trouble! He may not have Mjolnir, but he has hundreds of new hammers! And he's going to need every last one of them to stop the unstoppable Juggernaut! Then, the sons of Odin ride again as Thor is reunited with his long-lost brother, Balder, to face the fire goblin armies of the Queen of Cinders! War is raging across the land of the dead but might peace come from a marriage made in Hel? With Hela as the bride, which brother is going to be the lucky groom?! Scheduled to ship in July 2021.

DIA STL100059\$17.99



SPOTLIGHT ON



WARHAMMER 40K MARNEUS CALGAR TP

The saga of *Warhammer 40,000* comes to Marvel Comics! In the grim darkness of the far future, there is only war. Marneus Calgar, the legendary Chapter Master of the Ultramarines, leads his elite Space Marines against humanity's greatest threats in a galaxy engulfed in endless war. Writer Kieron Gillen (*Uncanny X-Men*, *Journey Into Mystery*, *The Wicked + The Divine*) spearheads a new publishing initiative with Marneus Calgar's never-before-told origin story from his beginnings on Nova Thulium and his campaigns in the Black Crusades, to the unfolding mystery of the Black Altar, as a deadly threat from Calgars past re-emerges to threaten the present of the Ultramar system! Scheduled to ship in July 2021.

DIA STL180930\$17.99

WOLVERINE TP LOGAN

Finally armed with long-lost memories from his past, Logan the man now known as Wolverine returns to one of his first battlefields. Logan travels to a mysterious hill in Japan to come to terms with the ghosts of a long-forgotten World War II incident a moment that reformed him in the flames of love, death and destruction. But these ghosts are very real and if he's not careful, they could keep him there forever! Award-winning writer Brian K. Vaughan (*Runaways*, *Y: the Last Man*) teams with artist Eduardo Risso (*100 Bullets*) to reveal a dark and cerebral defining moment of Wolverines life one that took him from being a mutant, and made him into a man. Scheduled to ship in July 2021.

DIA STL106386\$14.99



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GTM

MAY 2021

75



FEATURED ITEM



X-MEN DAYS OF FUTURE PAST TP

It was the best of times, it was the worst of times. The sensational creative team of Chris Claremont and John Byrne followed their industry-changing *Dark Phoenix* Saga with the equally revolutionary *Days of Future Past*! Relive the legendary first journey into the then far-off dystopian future of 2013 where Sentinels stalk the Earth, and the X-Men were mutantkind's only hope until they died! This all-time classic is collected alongside more unforgettable tales from the climax of the Claremont/Byrne run, including the funeral of Jean Grey! The return of Alpha Flight, in deadly battle with the Wendigo! And Kitty Pryde

getting a demon for Christmas?! Plus future star John Romita Jr. shows his artistic chops when the sorceress Margali Szardos sends the X-Men to hell! Scheduled to ship in July 2021.

DIA STL171276 \$19.99

PUBLISHERS GROUP WEST

SPOTLIGHT ON GTM

WARCRAFT LEGEND TP
DEATH KNIGHT

Blizzard presents an original manga set in the *World of Warcraft* Universe, studying one of the newest classes in the game, the Death Knight. Scheduled to ship in July 2021.

DIA STL132514 \$12.95

WORLD OF WARCRAFT
ASHBRINGER HARDCOVER TP

This rollicking adventure follows as the Lich King's plague of undeath ravages the human kingdom of Lordaeron. Hidden away, a mighty blade is forged from a dark orb! In the hands of Highlord Alexandros Mograine, the blade will become legend. In time, both blade and man will become Ashbringer. Scheduled to ship in July 2021.

DIA STL132511 \$14.95

VIZ

MY HERO ACADEMIA GN VOL 01

Middle school student Izuku Midoriya wants to be a hero more than anything, but he hasn't got an ounce of power in him. With no chance of ever getting into the prestigious U.A. High School for budding heroes, his life is looking more and more like a dead end. Then an encounter with All Might, the greatest hero of them all, gives him a chance to change his destiny. Scheduled to ship in July 2021.

DIA STK678811 \$9.99



SPOTLIGHT ON GTM

POKÉMON ADV COLLECTORS
EDITION TP VOL 01

When Pokémon Trainer Red encounters a challenger he can't fight alone, he must join up with Blue, his former nemesis, and Green, a thief. This unlikely trio and their Pokémon will need to learn to work as a team if they're going to defeat their mutual enemy! Collects the original Pokémon Adventures volumes 1, 2 & 3! For all ages. Scheduled to ship in July 2021.

DIA STL151355 \$17.99

YU-GI-OH 3 IN 1 TP VOL 01

Let the games begin! Meet Seto Kaiba, master of the world's most dangerous collectible card game. When Kaiba discovers that Yugi's grandfather owns the incredibly rare 'Blue-Eyes White Dragon' card, he will stop at nothing to get it...even if he has to duel with Yugi's dark alter ego Yu-Gi-Oh! Then, out of the sands of Egypt, the mystic Shadi has come to test Yugi's powers, which will give Yugi his greatest challenge yet. If he loses, his best friends will die! For teen audiences. Scheduled to ship in July 2021.

DIA STK663232 \$14.99



YEN PRESS

SWORD ART ONLINE CALIBUR TP

The manga adaptation of the bestselling anime and light novel phenomenon! Now veteran players of ALHeim Online, Kirito and his friends set their sights on obtaining the legendary sword, Excalibur! Read the latest volume of *Sword Art Online's* manga adaptation! Scheduled to ship in July 2021.

DIA STL062373 \$13.00



SPOTLIGHT ON GTM

SWORD ART ONLINE GN
VOL 01 AINCRAID

In the year 2022, gamers rejoice as *Sword Art Online*, a VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game) like no other, opens its virtual doors, allowing players to take full advantage of the ultimate in gaming technology: NerveGear, a system that allows users to completely immerse themselves in the game world by manipulating their brain waves to create a wholly realistic gaming experience. But when the game goes live, the elation of the players quickly turns to horror as they discover that, for all its amazing features, SAO is missing one of the most basic functions of any MMORPG: a log-out button. Now trapped in the virtual world of Aincrad, their bodies held captive by NerveGear in the real world, users are issued a chilling ultimatum: conquer all one hundred floors of Aincrad to regain your freedom. But in the warped world of SAO, 'game over' means certain death both virtual and real! Scheduled to ship in July 2021.

DIA STK632041 \$20.00



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Mass Transit™

Calliope Games

MASS TRANSIT

CLP 141 PI | Available May 2021!

It's quittin' time in the Big City, and only you — and perhaps some fellow players — can get all these Commuters home. *Mass Transit* from Calliope Games is a new cooperative card game where you must work together to construct transit routes out to the Suburbs, then run the buses, train, and ferries to transport people home to their families in time for dinner. Along the way, City Hall bureaucracy limits how much you can help each other, leading to limited communication between players. If you can manage the red tape, and your team works like a well-oiled machine in getting everyone home, you will all win!

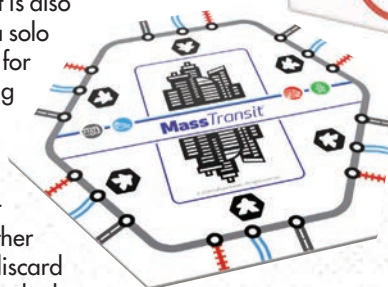
Mass Transit represents a couple firsts for Calliope Games, the publisher behind lightweight classics like *Tsuro* and *Roll For It!* It is the first cooperative game in the company's line, and it is also the first game designed to play incredibly well as a solo experience. But blazing new trails is no big deal for a game that is all about creating routes and moving things along!

In the game, 1-6 players work together to build routes and get six Commuters from the Big City to their homes in the Suburbs. The *Mass Transit* cards feature dual uses: You can play each card either to build a new road, canal, or rail; or you can discard the card to move a commuter by walking or taking the bus, ferry, or train from station to station. Some cards are Urgent and must be played immediately, while others feature troublesome traffic and dead-end routes that require navigation and strategic card placement to work around. These create unique situations that make for tense decisions, because on your turn, you must play at least two of the four cards in your hand, then redraw back to four cards. If at any point, you cannot play at least two cards during their turn, the team loses.

Players must work together, but the twist is that communication is limited: players cannot tell each other what cards they have in their hands or share their strategies, so planning moves is tricky. This type of limited table talk helps alleviate a common concern with some cooperative games: that a single player will tell everyone what to do. Instead, the fact that players cannot discuss what they have in their hand means that they fully own their turn and contribute equally to the outcome of the game.

Cooperation was also the key to the creation of *Mass Transit*. The game was designed by Chris Leder and Kevin Rodgers, friends who have known each other since middle school.

"I have always enjoyed games that get everyone involved," said Leder, the designer of *Roll For It!* "I'd played a couple games that stifled talking, and I really took to the concept of cooperation without communication." Leder ran some ideas by Rodgers, with whom he had collaborated in the past. "Chris had the idea of building routes



together, and together we cut out some of the wilder elements, like airships, and suddenly the game was really smooth and fun to play," said Rodgers. "We definitely went with the idea that less is more in this game. People have loved the tension and fun of a small game that usually comes down to one or two cards in the last turn."

As with all titles from Calliope Games, *Mass Transit* is meant to be enjoyed by players of a wide variety of ages and levels of experience. "My family gathers around to play *Mass Transit* all the time," said Leder. "But before the pandemic, we used to play this game over and over with complete strangers, and they would want to start over after we lost in the last turn. We had a marathon of games with the same group late into the night at *PAX Unplugged*, because no one wanted to leave the table until we got all 6 commuters home!" Rodgers agrees, but adds, "It's also been incredible to design a really fun, fast, and satisfying solitaire game like *Mass Transit* for when you are stuck at home without anyone to play with, which I think we can all sympathize with after the past year." The wide range of players — from one to six — is one of the reasons why Calliope Games decided to publish it. "It's rare to have a game that plays just as well at all player counts, but we are happy that this one does," says Leder.

Mass Transit is the first of three amazing new Calliope Games releases in 2021; also releasing soon are *Enchanted Plumes*, a card game about assembling dazzling peacock feathers, and *Allegory*, a bidding game about crafting tales using hidden strategies. The power of these three games is that they create full and varied experiences with wildly different gameplay styles, all while only taking a brief time to play. As the world safely opens up and game nights kick off again, having gaming options like these — much like having different routes home from the Big City — is a very good thing indeed!

...

RORSCHACH

by Capstone Games



ROR101
MSRP: \$29.95

www.capstone-games.com





HAPPY LITTLE DINOSAURS™

SMILE, IT'S ALMOST OVER.

HAPPY LITTLE DINOSAURS

TET 5363-UU-DSG1....\$20.00 | Available June 2021

From the creators of Unstable Unicorns and Here to Slay comes a card game for anyone who has ever felt like a Dinosaur in a meteor shower. This easy-to-learn game is a great addition to your collection, whether you're a skilled tabletop gamer or you're joining game night for the first time. Happy Little Dinosaurs is a fast-paced game that will have your friends laughing as they brutally shove each other into the path of the meteor.

In this 2-4 player card game, you are a Dinosaur, and life repeatedly tries to punch you in the face...you know, just like in real life. But if you thought your life was hard, buckle up. The dino world is full of disasters like tar pits, killer squirrels, and really bad haircuts... not to mention the looming threat of extinction.

Happy Little Dinosaurs is a 30-60 minute game for ages 8+, because it's never too early to learn about the dumpster fire that is life. The goal of the game is to survive all of life's little disasters and be the first Dinosaur to reach 50 points. You can also win if you're the last Dinosaur standing. So, if all your friends are dead.



You'll start by choosing a Dinosaur to represent you throughout the game. Stego is an eternal optimist who always looks on the bright side, even when the bright side is actually a meteor rapidly approaching. Nervous Rex is an anxiety-ridden creature whose hobbies are panicking, worrying, and overthinking. Cry Ceratops falls asleep crying every night and wakes up crying every morning. And Bad Luck Bronto is the Dinosaur most likely to mistake a tar pit for a relaxing mud bath. Each Dinosaur character is special in its own way, and each of their unique traits will give you advantages and disadvantages when facing different types of disasters.

When you've found the character that speaks to you on a deep, emotional level, you'll grab a Dinosaur player board and corresponding meeple. The player boards feature your Dinosaur character, a Disaster Area where unfortunate players will collect Disaster cards throughout the game, and an Escape Route where to track points.

To start a round, you'll flip over a Disaster card to find out what horrors await your dino pals. Disasters come in three flavors: natural, predatory, and emotional. If you flip over a natural disaster, you might find your Dinosaur crushed by a fallen tree. A predatory disaster could mean babysitting a particularly ravenous baby dino that just so happens to be a carnivore. And an emotional disaster could have your dino running into its ex with their new dino date...awkward!

If you collect three Disaster cards of the same type or three different types of Disaster cards, you will be out of the game. And there's one more Disaster card type that's the deadliest of them all. Meteor cards are extremely dangerous disaster cards that can act as any three of the disaster types. Good luck!

Point cards are weapons, trinkets, and good luck charms that you use to collect points and avoid disasters. They can spare you from the assorted horrors you face. After a Disaster card is revealed, each player must play a Point card from their hand. The player with the highest total score in the round will collect points and move along the Escape Route. One step closer to victory! The unfortunate player with the lowest total score must place the Disaster card in their Disaster Area. One step closer to extinction.

To make things more interesting, a player's total score can go up or down based on bonuses from Disaster cards, their Dinosaur's natural traits, Point card effects, and Instant card effects. Instant cards can tip the odds in your favor or save your Dinosaur from certain death, but use them wisely. They could be the only thing standing between your Dinosaur and an overly affectionate boa constrictor.

There are two ways to win the game. You can either be the first Dinosaur to reach 50 points on your Escape Route, or you can be the last Dinosaur left standing at the end of the game. It's brutal, but what's game night without a little cutthroat competition? The hardships will bring your group closer together.

The Happy Little Dinosaurs base game contains a deck of 97 cards, 4 Dinosaur player boards, 4 Dinosaur meeples, and 1 rule book. The deck contains Disaster cards, Point cards, and Instant cards that will have you and your friends laughing, and possibly crying as you recall the times when your life was most disastrous. Remember that time you faced a herd of prehistoric fire ants? 2020 was a tough time for us all.

If you're looking to expand your group of friends or recruit a few more Dinosaurs to bear the brunt of the deadly Disasters, the 5-6 Player Expansion Pack is a must-have. It features two brand new characters,

Raging Raptor and Pterry Dactyl, who will perfectly represent your most irate and screechiest friends. Plus, the game comes with 12 new Disaster cards to keep the misery coming. The 5-6 Player Expansion Pack includes a deck of 50 cards, 2 Dinosaur player boards, 2 Dinosaur meeples, and 1 rule book.

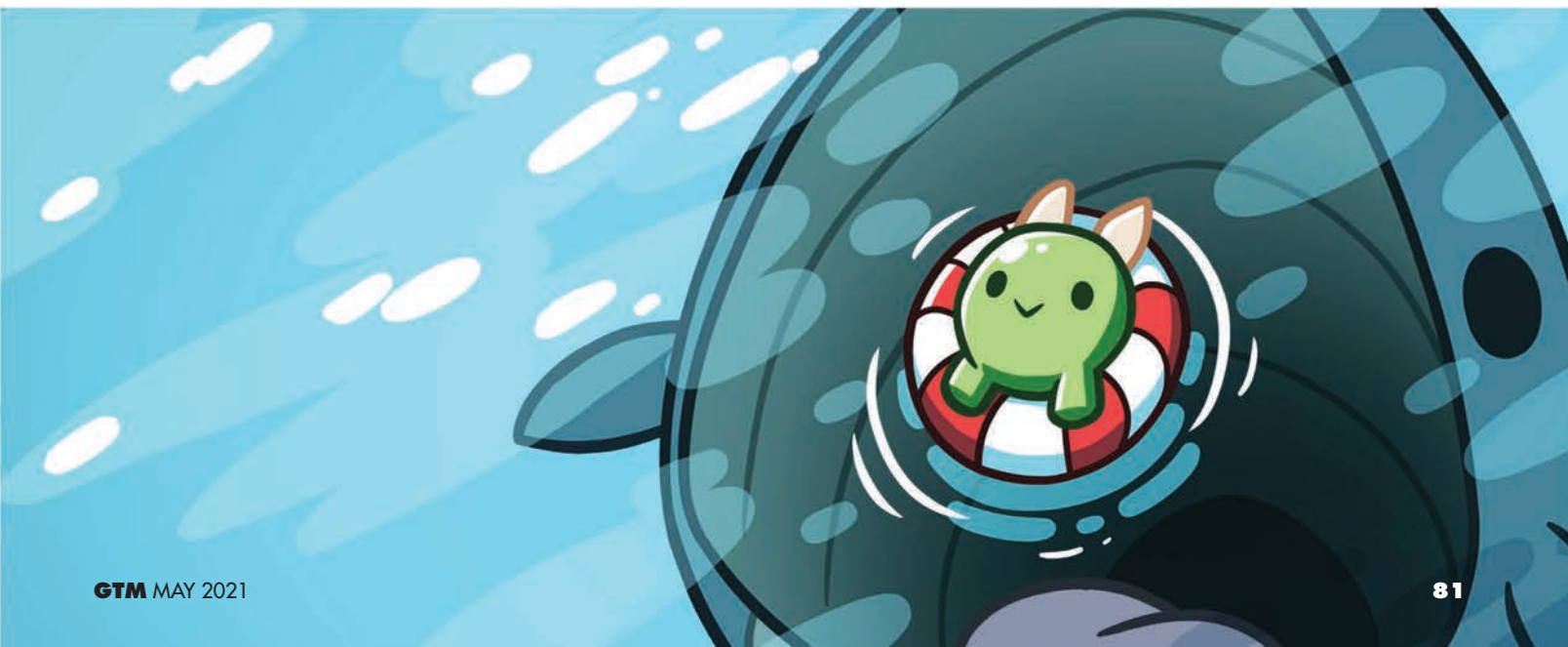
Happy Little Dinosaurs will be available for purchase June 1, along with the brand new expansion pack Happy Little Dinosaurs: Perils of Puberty. That's right, the Dinosaurs are facing zits, gym class, and predatory bunnies. Let's be honest, puberty is basically one giant disaster.

Happy Little Dinosaurs is a strategic card game made by Unstable Games, the creator of Unstable Unicorns. The company launched their first game, Unstable Unicorns, in 2017 and have been obsessed with making games ever since. Since they launched Unstable Unicorns, Unstable Games has sold over 1 million games in countries all over the world.

Unstable Games are created by a team of in-house game developers and artists who pride themselves on creating games that walk the line between adorable and diabolical. Keep an eye out for jokes and easter eggs as you play, and you may find some delightful details.

While Unstable Games can be brutal and vicious, they actually create them to bring people together. After all, the strongest friendships begin with good, old-fashioned power struggles during game night. Their games are created to be accessible and easy-to learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.

Keep an eye out for Happy Little Dinosaurs, available for purchase June 1!



Kitchen Rush



KITCHEN RUSH

PSE 51223E..... \$49.99 |

Available Now!



ORDER UP!

Get those guests seated and take their orders! One wants Beef Wellington. Meals like that really help pay the bills, but do we have time to make it before the shift ends? Another demands Fettuccine Alfredo — easy to make, but first check on the pasta supplies. I recognize that notorious food critic; good thing we built the greenhouse for fresher spices! And we're running low on plates, can someone please get to the sink and clean some more?

Kitchen Rush is a cooperative real-time worker placement game for 2-4 players ages 8 and up, where the group has taken ownership of a restaurant. They are also the staff, though, and so must all work together to make their gastronomic endeavor a success.

The game evokes the frantic feel of a busy kitchen by using small hourglass timers to show where each player is focusing their efforts. Starting an hourglass at the stoves, for example, means you're cooking a dish. There are also no turns — everyone is playing simultaneously as a team to get enough meals served before the end of each shift.

Every action you take, from seating guests and taking their orders to gathering ingredients and cooking meals, requires time. You also can't hurry things. When you commit to an action, you can't move that hourglass worker to a new action until it's done with that task and the sand runs out.

While you're waiting for the sand to empty, you're deciding what to do next. It might be continuing to prepare your current meal; checking on what things could be done to help the team (like washing dishes or seating guests) may be even better. There are also limited spaces at most spots, especially at the stoves and in the pantries. This means you'll need to coordinate with your colleagues on who is doing what, to avoid dishes stacking up or ingredients running out. Otherwise you'll never get all those meals served up in time!

A great chef is made, not born, and so the game introduces the rules with eight increasingly complex scenarios. Setup varies with the number of players to keep the excitement at the right level, and difficulty can be adjusted as desired based on a group's gaming expertise.

This revised edition from the original 2017 version features all new art as well as a host of new rules and components. The double-sided tiles that assemble to form your restaurant (and its kitchen!) are perhaps the most noticeable. These allow for modular changes to the game setup, as each scenario introduces new upgrades representing your restaurant's growing success. With these you add improvements like a greenhouse for harvesting fresh herbs and spices, a delivery area for quickly acquiring more ingredients, a separate dry goods storage room, and even a wash station so you don't run out of clean plates.

The game takes place in your newly acquired restaurant, and in the first scenario you've invited your friends for a soft opening. And as your friends like you, they're only requesting simple dishes — ideal for honing your culinary skills and learning the game rules. That's just the beginning, though! With a proper opening you now face more guests who desire more complicated meals, which will earn you more money. You'll have to also worry about salaries, repairing equipment, and replacing broken dishes as the scenarios progress, more money is always good to have. All part of running a restaurant!

In these later scenarios, it's not enough just to be serving meals and making money each shift — you also need to watch over the restaurant's reputation. You gain this from perfectly preparing luxurious dinners for food critics and VIP patrons. Some of these meals have extra items such as salads or side dishes, earning even greater prestige for your establishment. You'll soon expand your hours to cover lunches, allowing for more shifts and more meals, and even hire extra staff (with timers that any player can control).

Advancements in your restaurant's reputation leads to special awards as well. These grant your team special bonuses to represent its growing skills as the players deal with the growing demands of your growing business.

Kitchen Rush doesn't end after the eighth scenario when you can gain the title of Master Chef. Now you're ready to add Missions and Events to the game! These include disasters like empty pantries at the start of a shift and complexities such as huge parties, all of which offer greater challenges and rewards. With Missions and Events, earlier scenarios can become chaotic affairs that your team will need all its accumulated prowess to overcome!

With its fast-paced, dynamic game play, *Kitchen Rush* is almost as much fun to watch as it is to play. Each shift lasts 4-5 minutes, with some scenarios calling for multiple shifts, and each game is different based on the guests and meals that pop up. Solid teamwork and communication win the day, along with attention to detail so each meal comes out with the correct ingredients, fully cooked, and on the proper (and clean!) plate.

Bon Appétit!



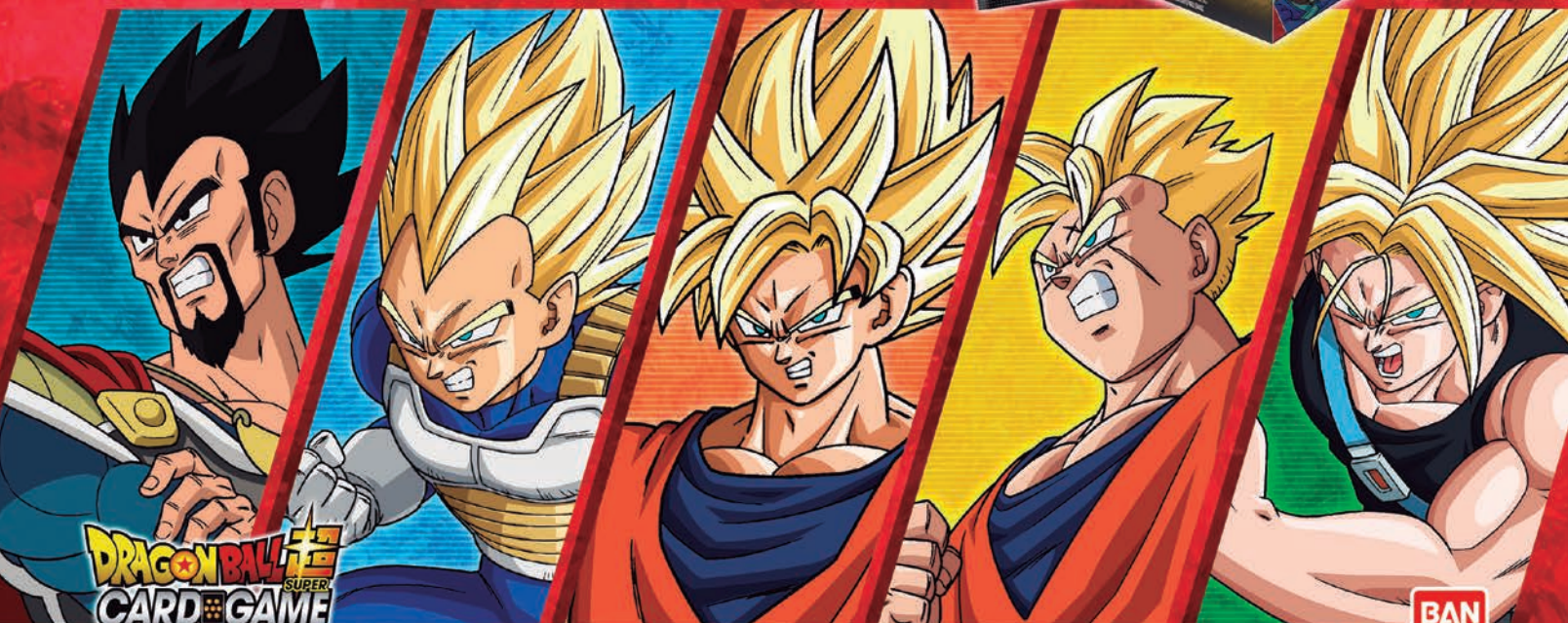
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Tim Huckelbery is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. He did clean dishes at his dorm's cafeteria, but thankfully for everyone he was never allowed to cook anything.



SUPREME RIVALRY

In stores : May



BRING MINECRAFT TO YOUR TABLE!

Ravensburger

MINECRAFT: BUILDERS & BIOMES

RVN 26132..... \$39.99 | Available Now!

For nearly a decade, *Minecraft*'s limitless possibilities have drawn gamers into its cube-based world. Players love *Minecraft*'s sandbox play style, where they can mine colorful resources, face off against powerful mobs, and build worlds limited only by their imagination. *Minecraft: Builders & Biomes*, developed by Ravensburger in collaboration with Mojang Studios, brings this adventure from the screen to the table while adding a competitive aspect.



FROM DIGITAL CLASSIC TO ANALOG ADVENTURE

Die-hard *Minecraft*ers cite the game's simplicity and variety of actions as its main draw. Players can choose a calming session of building and adding to their worlds or embrace edge-of-their-seat excitement by fighting mobs. *Minecraft: Builders & Biomes* follows a similar structure — during their turn, a player can choose to perform two different actions. These include collecting blocks to build structures, exploring the Overworld, building structures, collecting weapons, or going head-to-head with mobs like creepers, zombies, and spiders!

As the first, second, and third levels of the resource cube are depleted, scoring rounds are triggered. Depending on the scoring round, players will score experience points based on connected areas of biomes (such as forest or snowy tundra), building materials (such as sand or obsidian), or structure type (such as dwelling or animal house). Players can also earn experience points by fighting mobs, building especially elaborate structures, or by using specific weapons. The player with the most experience points after the third scoring round wins!

Players can strategize as they plan which actions to take in order to collect the most experience points, but there is a degree of randomness that makes each game unique and gives everyone a chance to win. The "cube of cubes" players collect blocks from is randomly assembled each game, as is the Overworld and weapon selection at the edge of the map.

For added accessibility, *Minecraft: Builders & Biomes* also includes a simpler



MINECRAFT: BUILDERS & BIOMES FARMER'S MARKET EXPANSION

RVN 26869..... PI | Available Q2!

scoring method for younger kids, more casual players, or beginners. Instead of scoring only connected areas, players score all relevant biomes, structures, or material types regardless of their builds' position on the player mat. This allows players to get familiar with the other aspects of the game without needing to plan their builds as far in advance. This can be combined with the normal game rules, allowing younger players to score by the simplified rules while adults score by the normal rules.

A FARM-FRESH EXPANSION

Because the board game is designed as a *Minecraft* adventure players can take offline, it was important to build onto it, just as gamers do in their *Minecraft* worlds. Thus, the *Farmer's Market Expansion* was born!



Thanks to the new farming buildings, players can collect crop tokens and go to the market to trade with the Farmer Villager for unique blocks and items that grant special abilities. According to game developer Daniel Greiner, "This expansion adds even more variety and replay value to the base game by shaking up players' strategies and

giving them new ways to play and win." In general, the items are meant to give room to explore but also strengthen and diversify the paths to victory from the base game.

At the beginning of the game, players fill the marketplace with 12 (out of 18 total) random items. This keeps the game fresh and different so they can constantly explore new strategies. If players are first and foremost builders who like to collect resources and construct buildings to win, they can take advantage of the Hopper item, which helps them take three building blocks instead of two for each action. In addition, the Scaffolding item grants players bonus experience points at the end of the game for each building constructed.

If the thrill of the battle is more to the player's speed, the Fletching Table allows players to flip an additional weapon in combat. Or, they can grab the Dropper to get rid of poison potatoes when fighting mobs. (Poison potatoes do not cause damage, and every player starts with some in their weapons pile.) Especially lucky players can get ahold of the Enchanting Table, which awards 20 points at the end of the game!

GET A BONUS!

Because we all love free stuff, we're celebrating the release of the *Farmer's Market Expansion* with a bonus *Minecraft* skin pack — available for free on the digital *Minecraft* Marketplace for all! Using this, players can add style to their homestead online.

Ask your friendly local game store about *Minecraft: Builders & Biomes* and the *Farmer's Market Expansion*, available now!

...



In this quick game, your guild of adventurers is ready for anything: battles, rescues, and the "liberation" of whatever pays the most. Choose a quest and roll the dice! You may win fame, and even recruit a new comrade for your party. Or you may fail, and slink back to the Tavern. Don't fail . . .



Play in-person or on video chat!
No hidden information! If playing remotely, the host will need this game and a camera to show the playscape. Each remote player needs three six-sided dice and a handful of tokens. If playing at home with family, no extra components are needed! This box includes everything you need to play.

**50
MEEPLES!**



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**STEVE
JACKSON
GAMES**



Publishing a Game About a Plague, During a Plague

Facade Games

BRISTOL 1350

FCD BRS1001 \$24.99 | Available April 2021!

Back in 2018 we began formulating an idea for the next installment in our "Dark Cities" tabletop game series. It would be about racing with a team to escape from a doomed city. It would be about a fluctuating level of trust with your own teammates. And it would be about a plague.

Little did we know that when the time came to launch the game, a plague of a different kind would be on the minds of just about everyone.

Our *Dark Cities* series began in 2015 when we launched our first game, based around the Salem Witch Trials, and called it "Salem 1692." My wife and I had regular jobs at the time (she was an elementary school teacher and I worked in digital marketing), and we were pleasantly stunned by the response *Salem 1692* received. A year or so later we launched our second game, "Tortuga 1667", this one built around the give and take of a pirate mutiny. Due to the success of *Tortuga 1667* I was able to do the unthinkable and quit my job to make board games full time. In 2018 we published the third installment in the series, "Deadwood 1876", a gold heist game that ultimately ends in betrayal during a final showdown.

Each of our *Dark Cities* games must accommodate at least 2-9 players, be themed around a city and a year from history, fit in an 8 x 5 inch box disguised as a book, and have a dark, mysterious, or deceitful element in its gameplay. Creating game after game with these requirements has compelled us to re-think the genre of social

deduction. Our games are not simply about lying to your friends, but instead mix in strategy, shifting alliances, and compelling themes in new ways so that each game in the series feels fresh and exciting.

When it came time to generate ideas for the theme of the 4th game in the series, we quickly landed on perhaps the darkest and most intriguing time in humanity's history: the Black Death.

The Black Death spread through Europe by land and sea trade routes, peaking around 1350. Almost the entire continent was affected and between 30-60% of the population died. For many, once they noticed the first symptoms of the plague it was only a matter of days

before they passed away. Mass graves and hasty burials were common, and Europe's feudal and political systems were forever changed because of the shrunken work force.

As we began designing a game based around this theme, we first needed to pick a city for the title. Since nearly all of Europe was affected by the plague, we had many cities to choose from. We ultimately decided on Bristol since we liked how the name sounded and the plague most likely entered

England through its busy port. (We've also since learned that modern Bristolians are quite a pleasant bunch!)

As is typical for our games, we went through over 100 different versions before we got the rules just right. We built the mechanics around the idea of a group of people trying to escape from a plague-ridden city and into the safety of the countryside. Players sit in tiny carts with one or two teammates and are each given Symptom cards that indicate their level of health. If a player's Symptoms total ever exceeds a certain number, they have the plague for the rest of the game. However, plagued players don't want to be left in the city, so they are required to hide their true state of health from their teammates so that they can still escape. Teams are fluid, since players can dash ahead to other carts or push teammates off of their current carts.

Teams that opt for speed are at greater risk of infection, since certain dice rolls move carts faster but also trigger "Mingles", during which players will have to mix their Symptoms with other players on their cart, potentially spreading the plague. When a cart crosses the finish line, if everyone in the cart is healthy, that team wins! However, if a plagued player is on board, everyone on that cart dies of the plague and the game continues.





When we finished designing *Bristol 1350*, we felt like we had made an exciting game that checked all of the boxes.

However, by the time we had decided on the theme, designed the mechanics, completed the art, and produced sample copies, Covid-19 did not yet exist. But that of course changed in 2020 and when it came time to pull the trigger, instead we pulled the brakes.

Our thoughts have been with the Covid-19 victims throughout the last year, and for several months we wrestled



with the idea of delaying the project or going back to the drawing board with a completely new theme and art. However, after a lot of thought and encouragement from our community we ultimately decided to launch.



One of the purposes of our *Dark Cities* series is to educate about the history of the world. *Bristol 1350* explores the details of the worst pandemic the earth has ever seen. The people of 1350 faced huge challenges, and today those challenges are perhaps more relatable than ever.

During the game players

can act as characters from all stations of life: royalty, craftsman, peasants, clergy, etc. Like Covid-19, the Black Death affected everyone, and in a way brought people closer since it was something that everyone faced together.

Each of our games is special to us for different reasons. But years from now we'll look back on the creation of *Bristol 1350* and remember why the timing of its launch was especially unique. We are hopeful that its legacy ultimately serves as a reminder that humanity has faced large challenges in the past and will continue to face them in the future, but ultimately, we can come out on top if we face them together.



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Travis Hancock has owned and operated Facade Games with his wife Holly since 2015. They live in Columbus, Ohio with their two girls.



RENEGADE GAME STUDIOS ENTERS THE WORLD OF DARKNESS



VAMPIRE: THE MASQUERADE 5TH EDITION CORE RULEBOOK

RGS 09382 \$55.00 | Available July 2021!

VAMPIRE: THE MASQUERADE ANARCH SOURCEBOOK

RGS 09383 \$50.00 | Available July 2021!

VAMPIRE: THE MASQUERADE CAMARILLA SOURCEBOOK

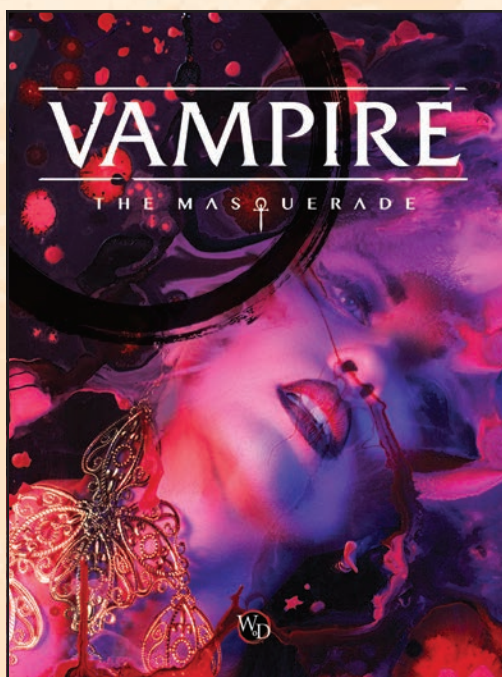
RGS 09384 \$50.00 | Available July 2021!

You've heard whispers of it — a society within our own, walking the nights with hunger and secrets that fade into the recesses of your mind as just rumors, horror stories, and tales that movies are made of. The *World of Darkness*, where vampires, werewolves and more are among us, hiding to protect their existence while the monsters inside them must be kept under control... until they cannot. Here, mortals are both fodder and fear-some. While often victims or political pawns of multi-layered organizations, humanity itself is a constant threat to the supernatural. The battle for survival against the world and those in power is constant, and despite any abilities and benefits gained from being a part of this world, the personal horrors play their part in the struggle just as much as the fight against society. But not all monsters are alike, and they do not always play well with others. In fact, even the Kindred, the vampires in this world, have different Sects comprised of Clans, each with different teachings, motivations, disciplines, and desires. When those conflict or compete, that is where the fangs come out and the real Storytelling begins.

This is the *World of Darkness*, the modern horror roleplaying setting with a gothic-punk aesthetic for the Storyteller System, with a long and rich history in the gaming community. The Paradox Interactive brand has exploded into RPGs, LARPs, card and board games, video games, and streaming actual play Stories over the last three decades, with a loyal "Vamily" — millions of fans and members of the community who love and play the game in their preferred iteration.

One of the most recognizable offerings in the *World of Darkness* is *Vampire the Masquerade*, the first in the line of books to get an upgrade to the Fifth Edition, with two sourcebooks: *Camarilla* and *Anarch*, detailing the two Sects, already in the marketplace. Renegade Game Studios was recently announced as the exclusive licensee and publisher of all Fifth Edition *World of Darkness* content, but what does that mean?

Beginning this year, Renegade Game Studios will immediately be reprinting the existing *Vampire the Masquerade Fifth Edition* (or V5, for



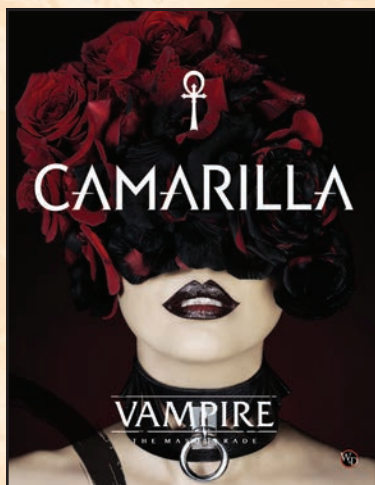
short) core rulebook, along with *Camarilla* and *Anarch*, following them up with regular releases of new and valuable content for V5 players. This will include tools and reference material supporting the Fifth Edition for both players and the Storytellers who run the game. Additionally, new sourcebooks for V5 are in the works, featuring novel Story points and information, new player options for their favorite Clans, and newly discovered threats to their way of unlife in addition to their old nemeses. Renegade will be releasing dice, tools, and other accessories for the game, following in the future with Fifth Edition releases of other core rulebooks within the setting than fans have eagerly been awaiting.

WHAT IS VAMPIRE THE MASQUERADE?

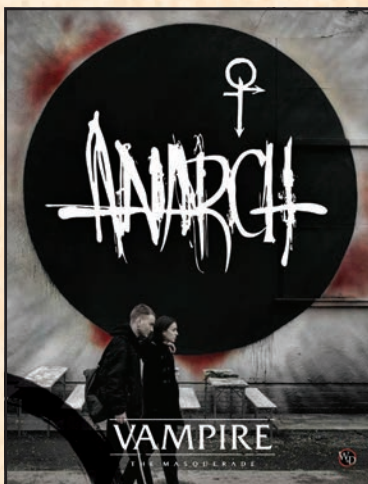
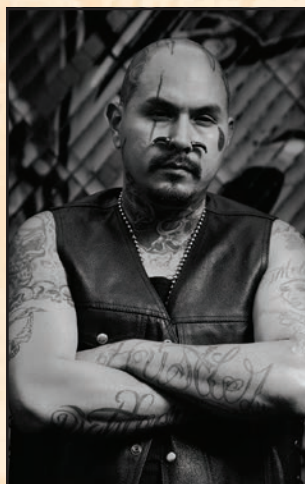
In the world of *Vampire*, players take on the role of Kindred, vampires who have been Embraced by another and are now subject to the curse of endless and unquenchable hunger for blood, a battle with the beast inside them that longs to lash out, and the steadfast rule that they must always uphold the Masquerade: the secret that vampires are real and exist on Earth. The game itself is layered with intrigue, secrets, and relationships with others that unfold into epic Stories. Vampires live in overlapping societies of Sects and Clans, where in each city, political moves and manipulation to claim territory, gain power, and obtain resources are a constant mesh of diplomacy, strategy, paranoia, and rivalry, all under the fear of breaking the Masquerade and exposing themselves to the mortal world.

The *Vampire the Masquerade Fifth Edition* core rulebook includes a full overview of the setting, streamlined and updated rules for the Storyteller System, along with character creation rules and tools, coterie creation, histories and lore sheets to immerse players into the setting, and everything a player or Storyteller needs to get started playing.

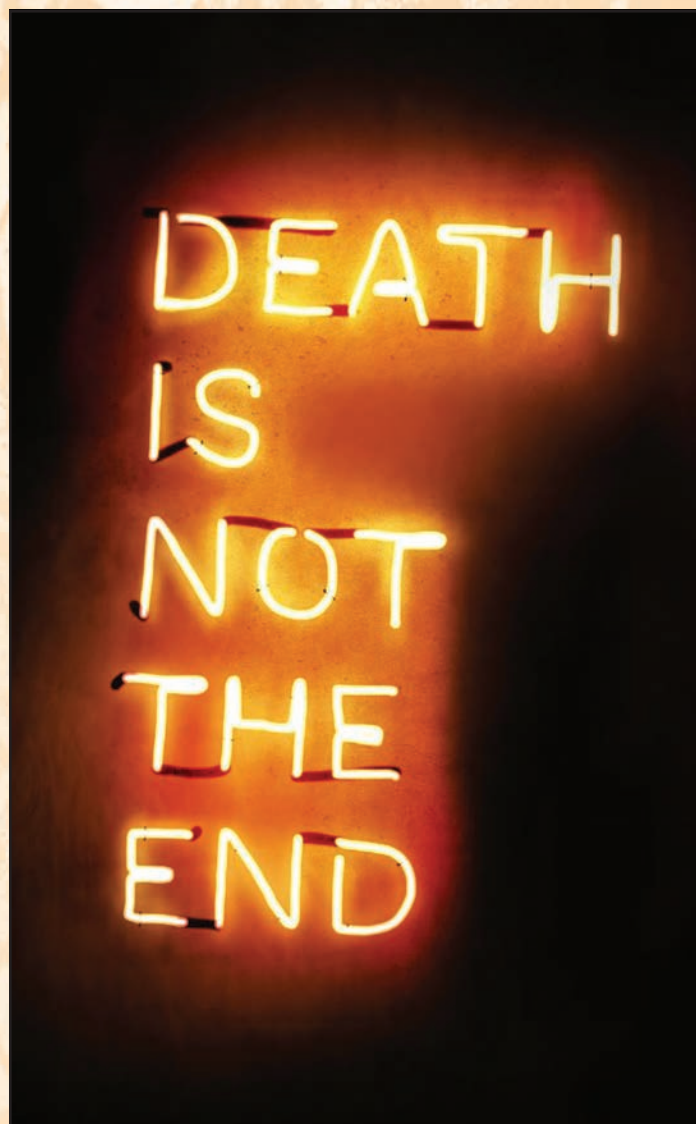




The *Camarilla* sourcebook gorgeously details the Camarilla Sect, self-professed as the grandest and most powerful faction of vampires in the world. Presenting a rich collection of Story ideas and lore, new player options, full accounts of Kindred of the Camarilla and the Clans which align themselves with the Sect, this sourcebook also introduces the Banu Haqim as a playable Clan.



The *Anarch* sourcebook outlines the history of the Anarch Movement, which for hundreds of years has been walking the line of diplomacy with the Camarilla... until now. Revolting from the methods of the Camarilla, the Anarchs now claim independence from the ways of old. This sourcebook goes into detail about the Clans within the Anarch, adding flavor to new gameplay, a collection of reports of the Anarch Movement for Story ideas, introduces the Ministry as a new playable Clan, and brings modern punk revolution into the vampires' night unlife and survival.



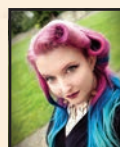
As the *World of Darkness* grows broader, it also grows darker. With every new book, a new glimpse into the horror and struggle of the darkness is unveiled, providing fresh material for players to navigate as they weave their Stories. Just like the bloodlust of the Kindred, *World of Darkness* fans have lusted for new *Fifth Edition* material. Renegade Game Studios has years of material planned for release, and players will have plenty to feed their Hunger.



Look for other new announcements of releases coming this Fall for the *World of Darkness* from Renegade Game Studios.

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Elisa Teague is the Senior Producer of Roleplaying Games at Renegade Game Studios. She is a game design veteran of 20 years in the industry, and has been a member of the Toreador Clan for even longer, forever enraptured in the artistic beauty and balance of games.





PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



EPISODE #35: A TECHNIQUE FOR TEXTURE

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media Facebook* page (and our YouTube and Twitch channels) — Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

TINY STROKES AGAINST THE GRAIN

Once you’ve reached that stage where you are happy with your painting skills and confident in the way you apply your techniques — drybrushing, washes, and layering — it can be time to step it up a little and take a closer look at bringing more texture to your models.

Due to the scaling of the miniatures we typically paint, textures we take for granted in everyday life, like cloth and fur, can be reducing to smooth surfaces. something that is only fractions of an inch deep in real life will be undetectable on a model in 1/50th scale (close to the standard “28mm”). With the use of a fine brush, a very simple technique, and a lot of practice and patience, you can add the appearance of texture to these smooth surfaces and create a different feel for each of the materials across your minis.

For the examples used — cloth and close fur — we’re going to apply a technique borrowed from 2D art called hatching or crosshatching. We’ll be painting on our highlights with tiny lines that run perpendicular to the “grain” of the highlight, to represent the tiny threads or fine hairs we would normal expect to see on the surface. Of course, if we were to blow these fine brush strokes to life-size we’d find our clothes made out of half-inch threads and our horses looking more like porcupines, so this is a technique used to give the impression of texture, and not to accurately represent it. I’m using some minis from the *Targaryen Starter Set* for *A Song of Ice and Fire* wargame from CMON.

The first step is to prepare your surface with the appropriate base color. Shade and minor highlights are alright to add too, particularly over larger surfaces like our horse. Then take your first highlight color and start painting lots of small lines that cut across the line of any existing forms, like the folds on the robes of Illyrio Mopatis here. The finer the lines, the more refined the texture will look. For a coarse fabric, you can go with fewer lines. Follow up with another round of fine lines painted with your second highlight color. You can leave it at this stage, particularly for rough cloth, but you could also add one



or two more layers of fine lines. If you feel that your final highlights contrast too much you can always add a final glaze (thinned paint layer) over the material to tone things done. For the model above I used a thinned layer of the original base color (Vallejo Burnt Red) to knock back the vibrancy of the orange.



1 Prime the Dothraki Screamer with The Army Painter Vermin Fur..



2 Wash the horse fur with a layer of GW Agrax Earthshade.



3 Highlight the fur with Vallejo Model Color Red Leather.



4 Use a 3:1 mix of Red Leather and Vallejo Model Color Ivory to apply lots of thin, crosshatch lines across the highlight areas.



5 Use a 1:1 mix of Red Leather and Ivory to apply lots of thin, crosshatch lines across the highlight areas.



6 Glaze the fur with a thinned GW Seraphim Sepia. A glaze might seem like a wash, but it isn't designed to add shading.

USING THINNER BRUSHES

I must admit that most of my painting is done with a Size 2 brush (the one pictured on the right is my current standard brush), but for fine details I like to take it down a step. The brush pictured on the left is my Size 1 brush, but if you feel confident and want to take the time, you could drop it down to a Size 0 or Size 000 brush, such as the XS Artificer brush from GW or the Insane Detail brush from The Army Painter. The important thing to remember with these smaller brushes is that they aren't designed to hold large amounts of paint, so make sure you don't try to basecoat a model with them. It will take ages!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



FORT (LED 02000)

From Leder Games, reviewed by Eric Steiger

 10 & Up	 2 - 4 Players
 20 - 40 Minutes	 \$30.00

Fort is a fascinating little animal from Leder Games, combining deckbuilding, role selection, and resource management as you navigate the cutthroat world of pre-adolescent politics to build the coolest tree fort in the neighborhood. You will have to ruthlessly steal your friends' friends, pizza, and toys, and then keep your newly acquired minions busy enough that they don't go wandering into your competitors' yards out of boredom.

You set up the game by taking an individualized player board and the two "best friends" that go with it — these are the only two friends you have guaranteed to stick by your side throughout the game. You reveal three "Made-Up Rules", which are the public missions, ways of scoring points available to everybody, and three "Perks" — bonus cards you can earn by building your Fort up ahead of the other players.

Your turn begins by "sending home" to your discard pile any friends left in your yard who haven't

been poached by the other players. Next, you play one card from your hand for either or both of its two powers — one "public", one "private." An ability may be something like gaining resources (pizza or toys) or using those resources to build a level of your Fort, but beware — every other player can copy your public ability by discarding a card of the same suit (or a wild) from their hand. In many cases, an ability requires or benefits from you

discarding additional cards of the same suit. Cards are text-free, but require the use of a pretty extensive cheat sheet.

Once you've played a card, it's time to recruit a new friend for your deck. One of the interesting twists to *Fort* is that you can recruit from a general pool (or, more specifically, The Park), OR any of your opponents' yards; i.e., those cards they didn't play out of their hand during their own turn. Once you recruit a new friend, they go to your discard pile for use in the future, along with the card you played, and any of your two "best friends." Everybody else in your hand goes into your yard, sitting around bored until one of your opponents entices them away or you send them home on your next turn. Finally, you draw up to your hand size (5 by default). The game end triggers when a player finishes level 5 of their fort, reaches 25 victory points,



or exhausts the Park deck, followed by every player taking a final turn.

The basic flow of the game is deceptively simple, but there are some fascinating quirks that require serious strategic thought. For example, the "lookout" mechanic allows you to bank cards of a particular suit that you might need later, even if you don't want to use them for their printed actions. Additionally, the ability to recruit a card that your opponent didn't use on their last turn creates a fascinating dynamic in which you have to seriously consider making a suboptimal play, just so you can keep the card in your deck without risking an opponent swiping it.

No lie, this game is as merciless and cutthroat as a playground full of 10-year-olds. The ability to piggyback off

your opponent's moves, and steal their unused cards, forces you to seriously evaluate the risk vs. reward of every play, and there will inevitably be times when the joy of messing with your opponent outweighs the strategic value of the play, and it *doesn't matter* because it feels so good.

As to the components, I can't stop raving about them. The recessed player boards make allocating tokens a pleasure, and every kid's card is so unique and evocative, I wish they came with flavor text. The narrative of a game, as kids run to competing yards because the other player has fresh pizza and cooler toys, is as fun as the strategy. *Fort* has all the fun and wonder of the 4th grade, without ever feeling like you're the last one picked for dodgeball. Well... hardly ever.

Eric is your friend, and friends wouldn't let you play bad games.



GODS LOVES DINOSAURS (PAN 202016)

From Pandasaurus Games, reviewed by John and Isaac Kaufeld

 8 & up	 2 - 5 Players
 45 - 60 Minutes	 \$39.95

It's good to be a deity. You get a world to shape, populate, and make exactly the way you want. It's a living laboratory crossed with an entertainment complex, a globe-sized Mall of America made to your exacting specifications.

And your specifications definitely include dinosaurs. Lots of dinosaurs.

That's the premise behind *Gods Love Dinosaurs* from Pandasaurus Games. This game mixes tile placement and set collecting with a wicked tension between luck, skill, and timing.

Take a break from your deific duties and we'll take a look at the top five things you need to know about *Gods Love Dinosaurs*.

STARTING YOUR WORLD

Each player starts with a basic world tile containing four habitats. You populate your world with one dinosaur and some prey animals. You also get a dinosaur nest with three eggs.

Every animal flourishes in a particular habitat. Frogs love lakes, rabbits run in fields, and rats do their thing in forests.

Dinosaurs live in mountains, which makes mountain spaces the most valuable type of terrain in the game. If you don't have enough mountains, you can't grow dinosaurs. And if you can't grow dinosaurs, you lose the game. (We tested this theory. It's sound.)

PREDATORS AND PREY

Where you have prey, you also need predators. Luckily you can introduce stealthy tigers and swooping eagles into your world by adding tiles with their icons to your world (more about adding tiles in a moment).

This sets up the game's key tension: Its ecosystem.

You need prey animals (represented by some incredibly cute meeples) to feed the predators. The more prey that predators eat, the more the predators reproduce.

Dinosaurs can eat prey to stay alive, but eating predators gives them enough food to create new eggs. The trick is balancing everything in the chain so prey reproduce, predators get plump, and dinosaurs enjoy their toothy buffet.

LINKING YOUR FOOD CHAIN

Each round, players expand their world with a new land tile. If the tile has a picture of a prey or predator, then you add one of those pieces as well. That's how predators begin spreading in your world.

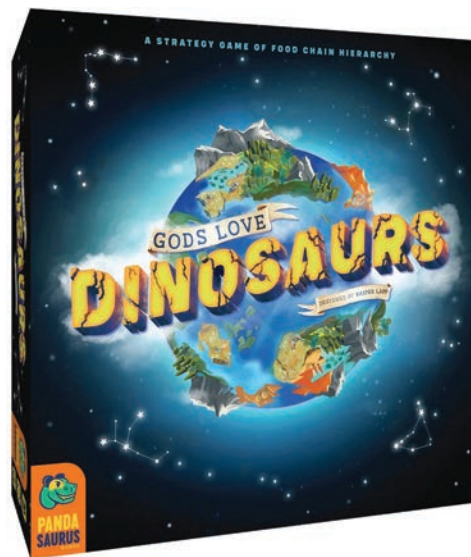
The land tiles are displayed in five columns on a very clever thing called the "animal board."

Below the spaces for the land tiles, each column shows one prey or predator animal. When the last land tile is taken from a column, that animal activates for all players. Prey animals reproduce in their habitats; predators eat and reproduce wherever they find prey.

This system sets up a fun challenge. The tile you want may be in the frog column, but by taking the last tile from the rat column, you can activate the rats and set yourself up to feed your predators on a future turn. These decisions can also drive a harsh player-versus-player mechanic in the game where you activate a particular animal before another player is ready.

FEEDING DINOSAURS

The animal board also has an extra space in every column for the dinosaur token.



At the beginning of the game, you put one dinosaur in the first space on the left side of the animal board. When the column activates, the column's animal does its thing and then the dinosaurs feed.

Since dinosaurs aren't as active as prey and predators, they only activate if the dinosaur token is in the right column.

Dinosaurs only live in mountains, so you need to make sure they have food nearby. This ties back into everything with the food chain, since it's easy to eat too many of the wrong animal and accidentally wipe out everything in an area, leaving nothing for the dinosaur to eat. Oops.

REFILLING TILES AND ENDING THE GAME

In another interesting game tension, you only refill land tiles on the animal board after the dinosaurs activate. That makes the choice of when to activate the dinosaurs even more important.

Refilling the animal board also serves as the game's end trigger. If you can't completely refill the animal board, then the game ends immediately. Every time you play, a random group of tiles won't make it into the game, which adds to the game's randomness and replayability.

VERDICT

On the surface, *Gods Love Dinosaurs* looks like a family game built on indirect competition. But underneath that friendly veneer, this game has teeth.

When you combine the random order that the tiles appear on the animal board with the timing issues of when to activate which animal, the game can become highly competitive very quickly.

For best family and friend gameplay experience, we recommend agreeing to either "play nice" or "play mean" when you start. That keeps everyone on the same page and avoids late-game crises and tears.

For a true family-friendly variant, try randomly giving every player a mountain tile to play at the beginning of the game. That ensures all players have an equal chance of winning and blunts some of those sharply competitive dino teeth in the process.

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John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



SMASH UP: MARVEL (USO \$M011000)

From USAOPOLY/The OP, reviewed by Brian Herman



12 & Up



2 – 4 Players



30 – 60 Minutes



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Some pairings in this universe are meant to be and try as you might, you can't remember a time before these things existed together. Chicken and waffles, chocolate and peanut butter, or bacon and eggs are just a few examples. Here's another: AEG and The Op.

As a dedicated *Smash-Up* fan since the game's core release, and as a lifelong comic book fan, I never once imagined a *Smash-Up: Marvel* crossover. When I first heard that AEG and The Op would be teaming up to deliver such a product, I couldn't believe it; I thought that it was too good to be true!

Well, let me tell you, *Smash-Up: Marvel* is very much a *real* thing, and this is a pairing that was meant to be.

In the event you're not familiar with *Smash-Up*, here's the skinny: each player chooses two factions of 20 card decks and shuffles (or "smashes") them together to create a super faction. Each player then takes turns playing minions and actions in hopes of winning Base cards, which are laid out in a common game area. Each base awards a player victory points based on who's minions contribute the most power to controlling it, and the first player to reach 15 victory points wins.

To date, *Smash-Up's* factions have historically been rather generic instead of licensed properties: Robots, Aliens, Pirates, Kitty cats... that kind of thing. With *Smash-Up: Marvel*, we now have a variety of comic book teams added to the mix, both hero and villain.

Smash-Up: Marvel is packaged like a core set instead of an expansion; it includes eight factions instead of four. However, this doesn't mean this release must stand on its own; *Smash-Up: Marvel* is perfectly compatible with every release before it, meaning you can team up Avengers with Zombies, or Hydra with Robots to create your own fantasy comic book super team.

This is part of the allure of every new addition to the *Smash-Up* library; finding the perfect mate to each new faction out of what already exists. With the addition of *Smash-Up: Marvel*, the game now has 82(!) playable factions which can combine to create 3,321 unique pairings. During my time with this review, I've played as many games of *Smash-Up: Marvel* as possible (purely from a logistical standpoint, mind you), and I can say without a doubt that this is the most intriguing expansion released in the game's history.

The 8 factions released in *Smash-Up: Marvel* are uniquely independent, and all presented in a compelling way from a mechanics standpoint. The Avengers, for example, are larger than life and the focus is on the big 6 heroes that make up the roster: Captain America, Iron Man, Thor, Hulk, Black Widow, and Hawkeye. Each hero is a power 5 faction but there are no other minions present in the deck. Each card in the deck supports these heroes and focuses on ways to



draw them or shuffle them back into the deck to be replayed. Conversely the Hydra faction focuses on the 2 cost Hydra Agents and ways to destroy them to play even more of them (cut off one head and two shall take its place). Each faction in *Smash-Up: Marvel* follows suit, exploring a unique mechanic that is thematically appropriate and compelling at once. This makes pairing another faction with each entry a strangely fascinating puzzle within the existing *Smash-Up* catalog of possible choices.

As with all the games from The OP I've had the pleasure of reviewing, the production values are off the charts and it's clear to see that they are handling the *Smash-Up* license with care. The box, card stock, and art are all top notch and extremely well implemented. There are even dividers included if you want to integrate this expansion into your existing *Smash-Up* box to play nice with your other factions.

As previously mentioned, some pairings are meant to be. I'll admit that as a lover of all things Marvel and *Smash-Up* I was a little apprehensive about either property being lost in the other, but I am happy to say that this isn't the case. With so many potential licenses to introduce to *Smash-Up!*, I for one can't wait to see what's next from AEG and The Op!

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



WORLD OF TANKS: MINIATURES GAME - STARTER SET (GF9 WOT01)

From Gale Force Nine, reviewed by Thomas Riccardi



14 & Up

30 Minutes



2 Players

\$40.00

During the years of World War II, giant metal beasts prowled the battlefields looking for prey. These machines spelled doom for the infantry as well as other tanks as they had the firepower and speed to keep up with their enemies. Will you be the one to stand victorious on the battlefield or will you be left as a twisted wreckage of burning steel? This is the premise behind Gale Force Nine's latest release, *World of Tanks*!

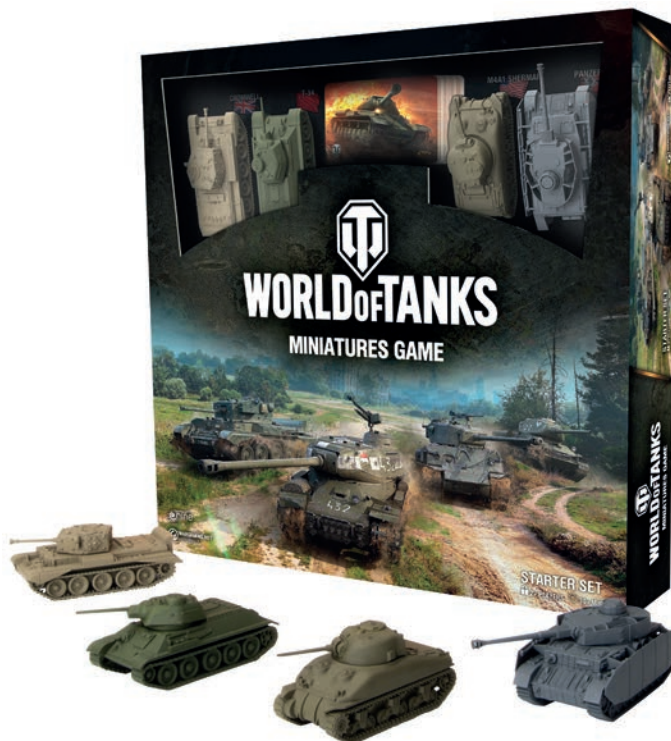
Included in the boxed set is everything that you will need to play the game and dominate the battlefield. There is a playmat where the battles will take place as well as double sided cardboard terrain to give your tanks some cover. Forests, buildings and walls can be placed on the battlefield in a variety of ways, so you need to use these to your advantage. There are two card decks that are in the game as well the first being upgrade cards and these will give your tank a bit more of an advantage during gameplay.

The upgrade cards come in two sets; the first get you used to the game, the other cards are the critical hit deck which can annihilate your opponent with one hit or jam the turret so you cannot turn it. There are dice that are streamlined to the game but more on that in the bit.

The biggest stars of the game are the tanks. Each of these tanks are four medium tanks for the second World War and there are four countries represented. The United States has the M4A1 Sherman, Germany brings the dreaded Panzer IV, the Russians come with the sturdy T-34, and the British have the dependable Cromwell. Each of these medium tanks are sculpted with great details and they are ready to play out of the box but they can also be painted if you choose to, and the best part is that each of the turrets on the tanks move as well!

One last thing included are some online codes for *World of Tanks* online, and if you haven't played the game, they give you codes for a premium tank with a garage slot, 7 days of premium account and 500 gold all for free. If you are already signed up no worries as they give you 3 days of premium, a large repair kit, extra combat rations, chocolate, pudding, tea, and a case of cola. These will give you the edge in battle as you go up against players from around the world.

Each of the tanks that come with this game have a stat card with four stats (Movement, Firepower, Initiative and Survivability). The first phase is the Movement phase where you can move your tank by using the measuring arrow that comes with the game. The player with the lowest initiative moves first and goes until all units have moved. You



can also rotate the tank with the arrow as well however, your tank cannot move past the measuring arrow. Players can also elect not to move their tank in this phase which will give them an advantage during the next phase which is the shooting phase.

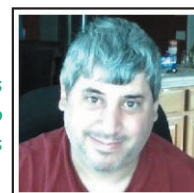
During the shooting phase, players with the highest initiative shoot first, working down to the player with the lowest initiative. The attacker rolls the number of dice corresponding to their firepower stat and looks at the results. Any blanks are considered a miss, hits are displayed with the shell icon and the world of tanks icon are critical hits. The defender will now create a defender dice pool starting with their survivability stat and adding in modifiers for cover, movement, etc. The dice are compared and the amount of hits that went through subtract damage from the tanks hit points and if that reaches zero or below zero that tank is destroyed.

The last phase is the command phase where victory conditions are checked (i.e., does your tank still have hit points) and you also tidy up the board and get ready for the next round. Also, you can make repairs on any critical attacks that you might have sustained during the previous round. This can be done by rolling either a hit or a critical and if so, the critical effect can be removed.

World of Tanks has everything that either a veteran wargamer or newcomers to the hobby need. From the highly detailed miniatures to the quick and easy to learn rules this game is one that is easy to pick up and play. For more information on this game along with other titles head over <https://www.gf9games.com> and get ready to enter the *World of Tanks*.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





Greetings GTM Fans!

For our May issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with **WizKids** to bring you an exciting giveaway!

One lucky winner will a copy of the DC *HeroClix: Wonder Woman 80th Anniversary Battlegrounds Miniatures Game* courtesy of our friends at **WizKids**! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on April 27th and will close on May 24th, so don't delay!

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ENTER TO WIN!!!
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